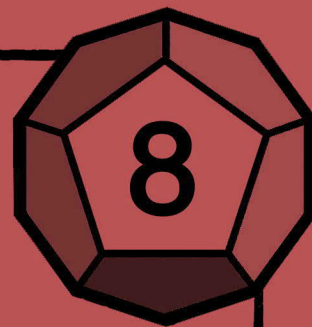


# RANDOM ENCOUNTERS

VOL. 2



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A COLLECTION OF RPG MAPS  
BY JUSTIN DAVID RUSSELL

## **RANDOM ENCOUNTERS MONTHLY MAP COLLECTION**

***Inspiration and adventure, at your fingertips!***

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

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### Content Creator’s Thanks

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



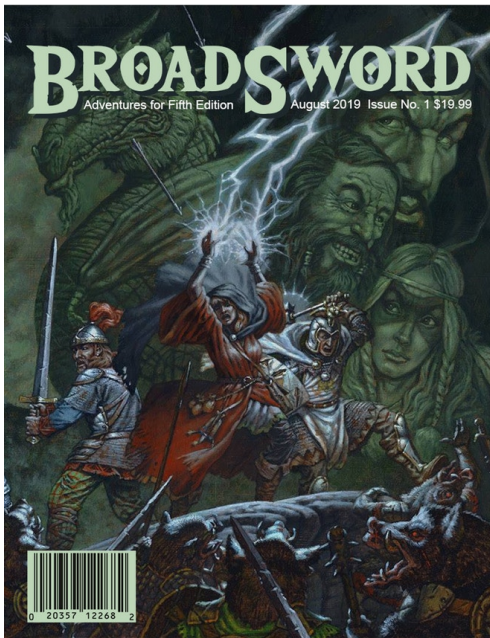
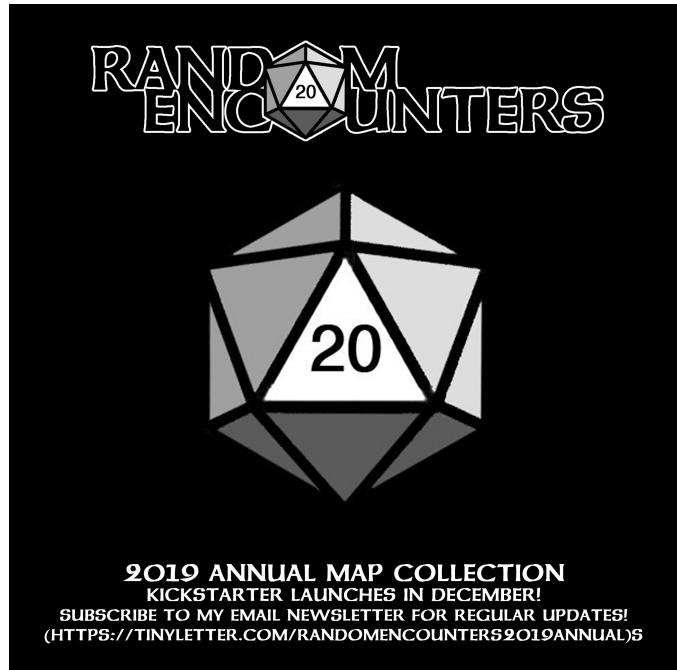
I would also like to thank Mythoard RPG Crate ([www.mythoard.com](http://www.mythoard.com)) and Dice Fanatics ([www.dicefanatics.com](http://www.dicefanatics.com)) for their participation and support! Any new and existing patrons will receive one (1) FREE set of acrylic polyhedral dice, courtesy of Dice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

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



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

Sign up for the Newsletter to follow along with the adventure!  
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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 Groggnarditus. 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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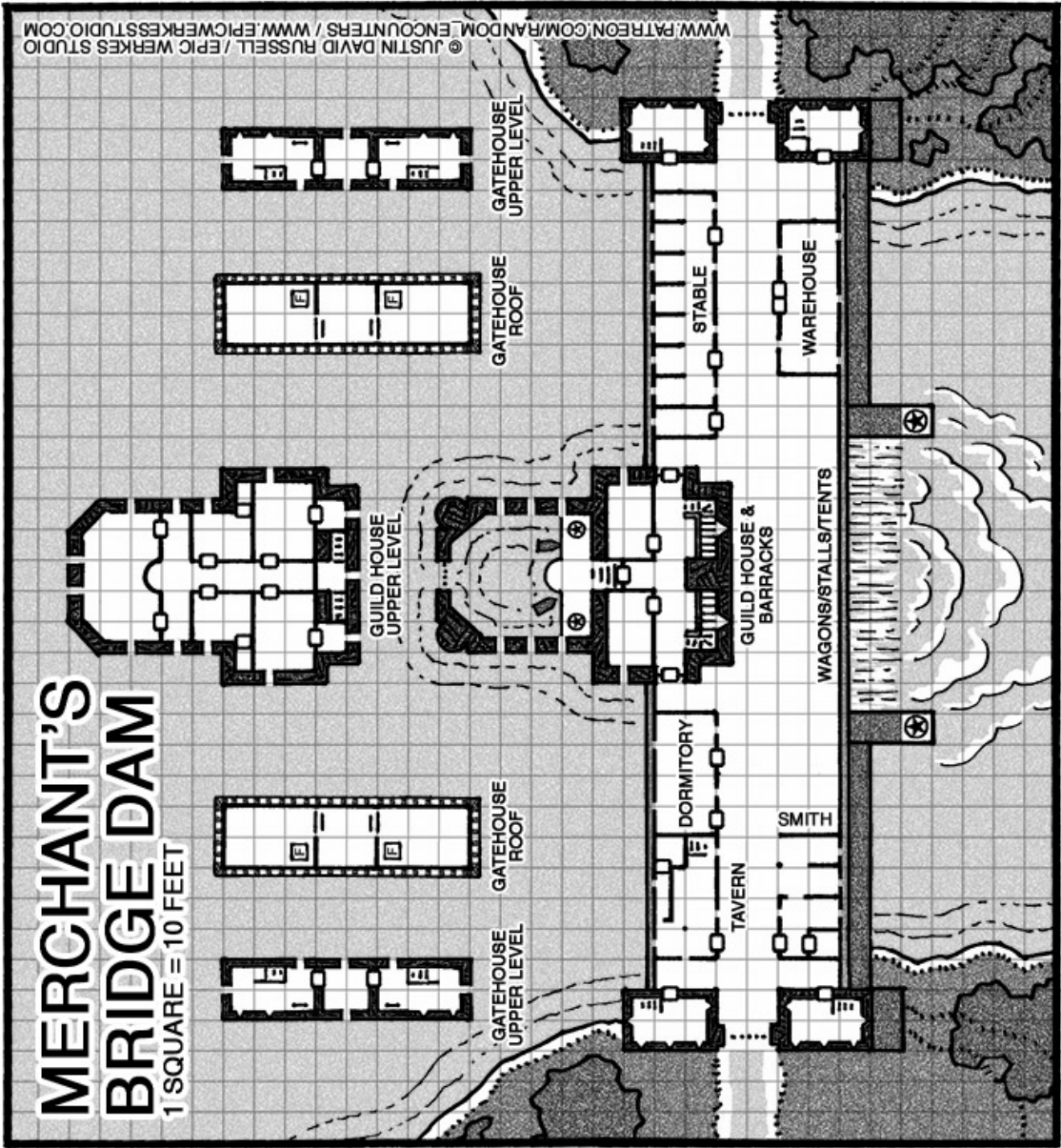
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## **Merchant's Bridge Dam**

In southwestern Alabastrum, where it shares a border with Urgan, is a large dam with a guildhouse built on top of it. The mercantile Alabastrines use it as a toll bridge and a small market place for traveling traders and merchants. A guild hall, complete with a barracks housing a small force of men-at-arms, is built in the middle of it. One cannot pass into Alabastrum without first clearing the Merchant's Bridge.





## **Black Nursery of Izrek**

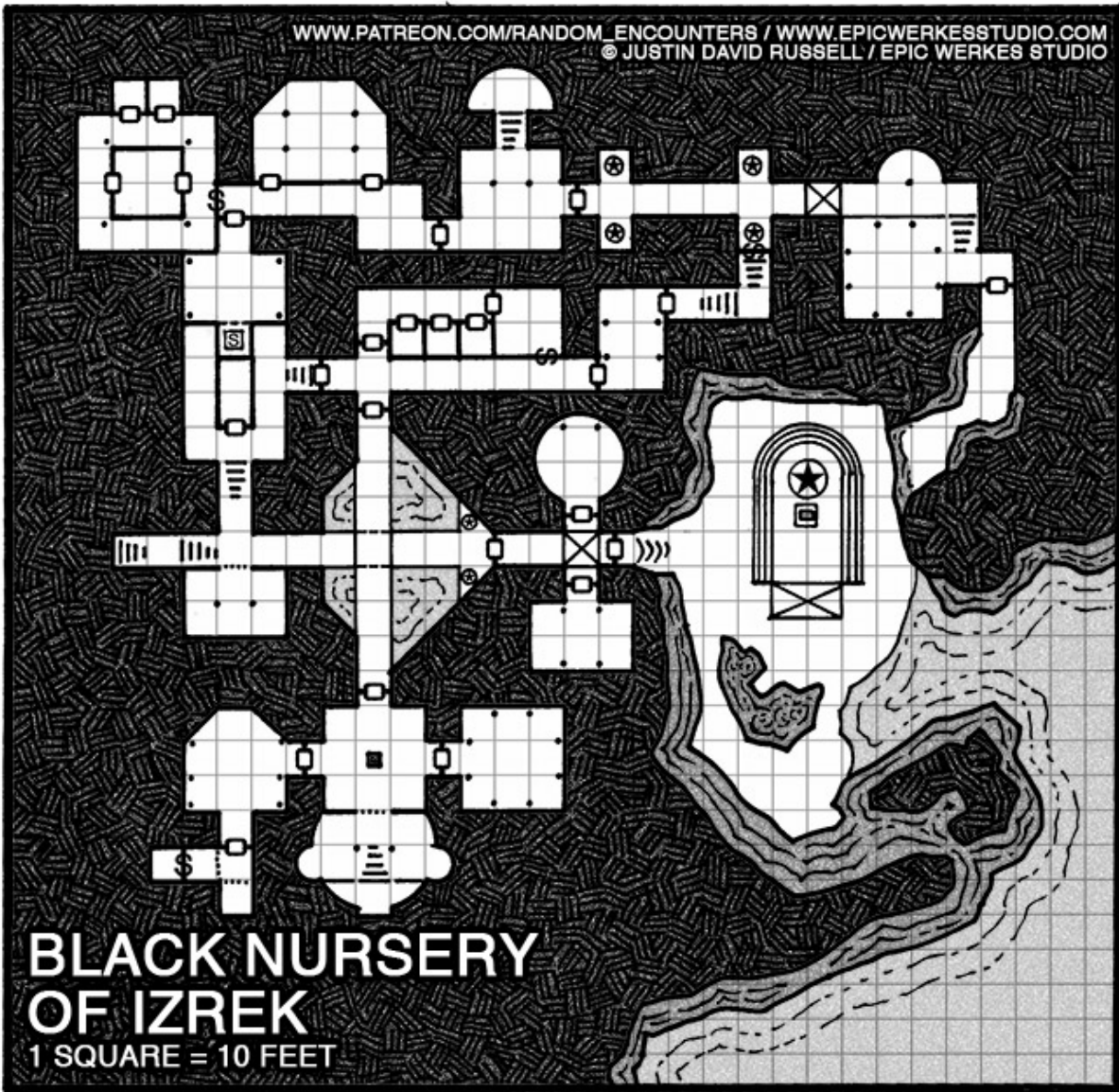
This map was inspired by John's suggestion, 'Nursery.' Thanks, man!

The priest, Orzo, tasked you with discovering the secret of the hidden lair and putting an end to the cult and its master, Izrek the Unvanquishable. He says that Izrek is breeding the Black Snakes of Izrek in a pit somewhere in the depths of the complex. Inside are the brood of the snake god. If fed, regularly, the region will be doomed.

You have waded through the halls of the Serpent Cult for hours, hiding and striking as you found the opportunity. At last you think you have found what Orzo wished for you to see. What lay before you now is a scene that is both bizarre and extremely disturbing. A massive, stepped dais supporting a huge bronze statue occupies a large natural cavern. You see the statue is that of a seated man wearing robes, and ten ruby-eyed snakes erupt out of his neck. In their open mouths look to be whitish yellow fangs and teeth (maybe ivory or bone?). Smoke from braziers burning what must be incense and herbs, and the acrid stench of pitch from torches, fills the whole chamber, overwhelming your senses. Monotonous chanting draws your attention to the area in front of the statue, where a bloody stone altar is located. Standing on one side, a man in black robes waving a sickle-like instrument pushes a nearly nude woman and man ahead of him to the far end of the dais. Gathered there in front of the stepped platform, you see a throng of black-clad individuals, chanting, swaying, and rocking, their arms and hands waving, all as if to imitate the undulating movement of a snake.

As they near the edge, the robed man stops, raises the glinting weapon he has in his hands, and brings it down in a swift arc on the backs of each of the cowering individuals before him, drawing blood. Shouting in exaltation he pushes them off the dais, into a gaping pit in front of it. You are so surprised by the immediacy and finality of the action that one of your group gasps in shock. A quick hand to the mouth is too late to stifle the sound. The chanting immediately stops, and the man in robes turns swiftly to look in your direction. It is now you realize he is only part man. Where his face should be is a snake's head! As his piercing, ophidian gaze sweeps over you, a wave of nausea grips your stomachs, nearly doubling you over...





# BLACK NURSERY OF IZREK

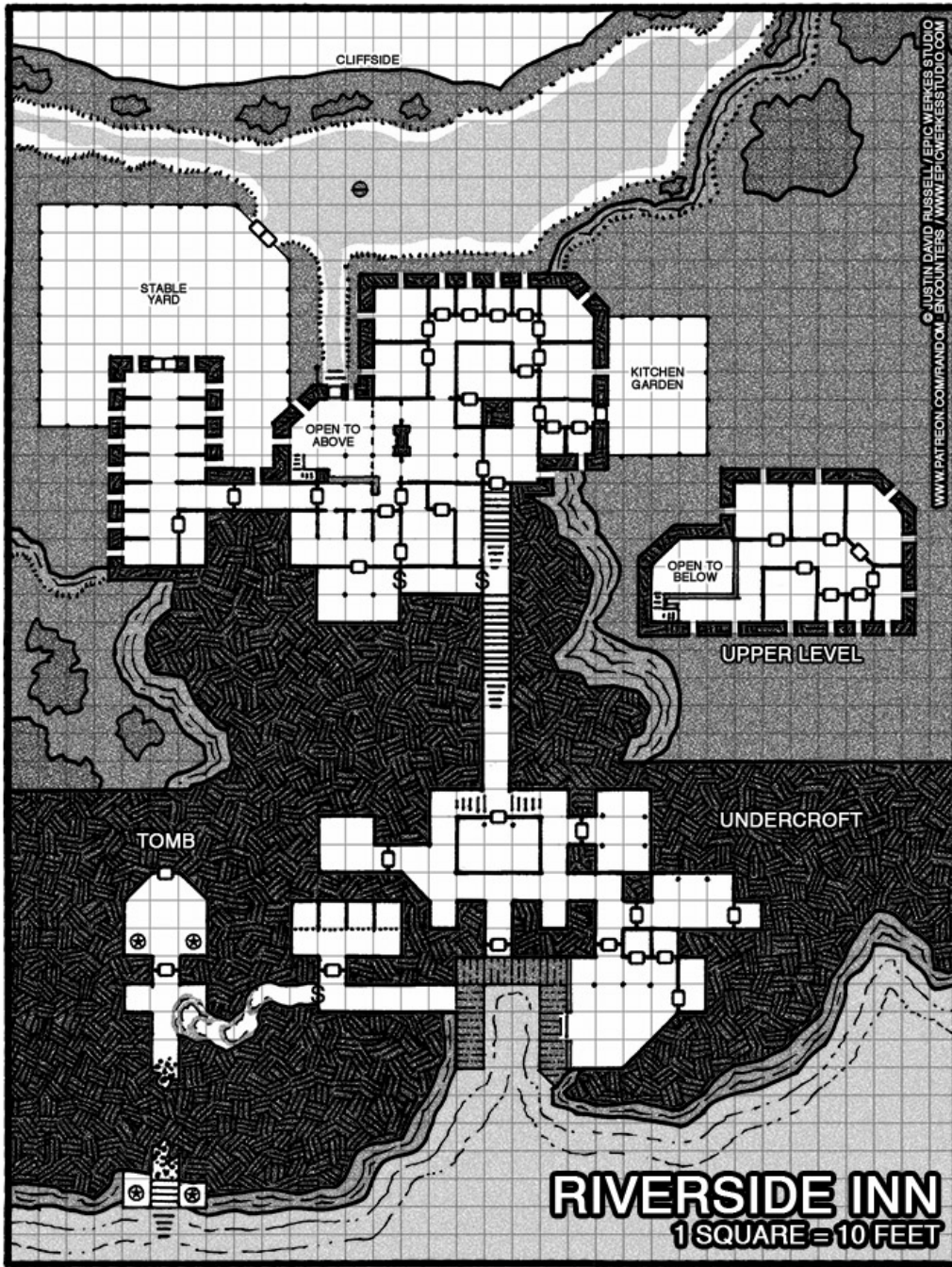
1 SQUARE = 10 FEET

## **Riverside Inn**

This map was 'inn'spired by seafoot games' word, 'Wicked.' Thanks!

Located on a rocky hill is the large stone edifice of the Riverside Inn. Strange rumours and tales of ghosts flitting through its rooms and halls have surrounded the place for years, as it was built near an ancient tomb. Some say that an entry to the dark World Beneath can be reached from the ruins. This has never been proven, however, as the entry to the a place is completely collapsed, and its location on the water ensures access is difficult, to say the east.

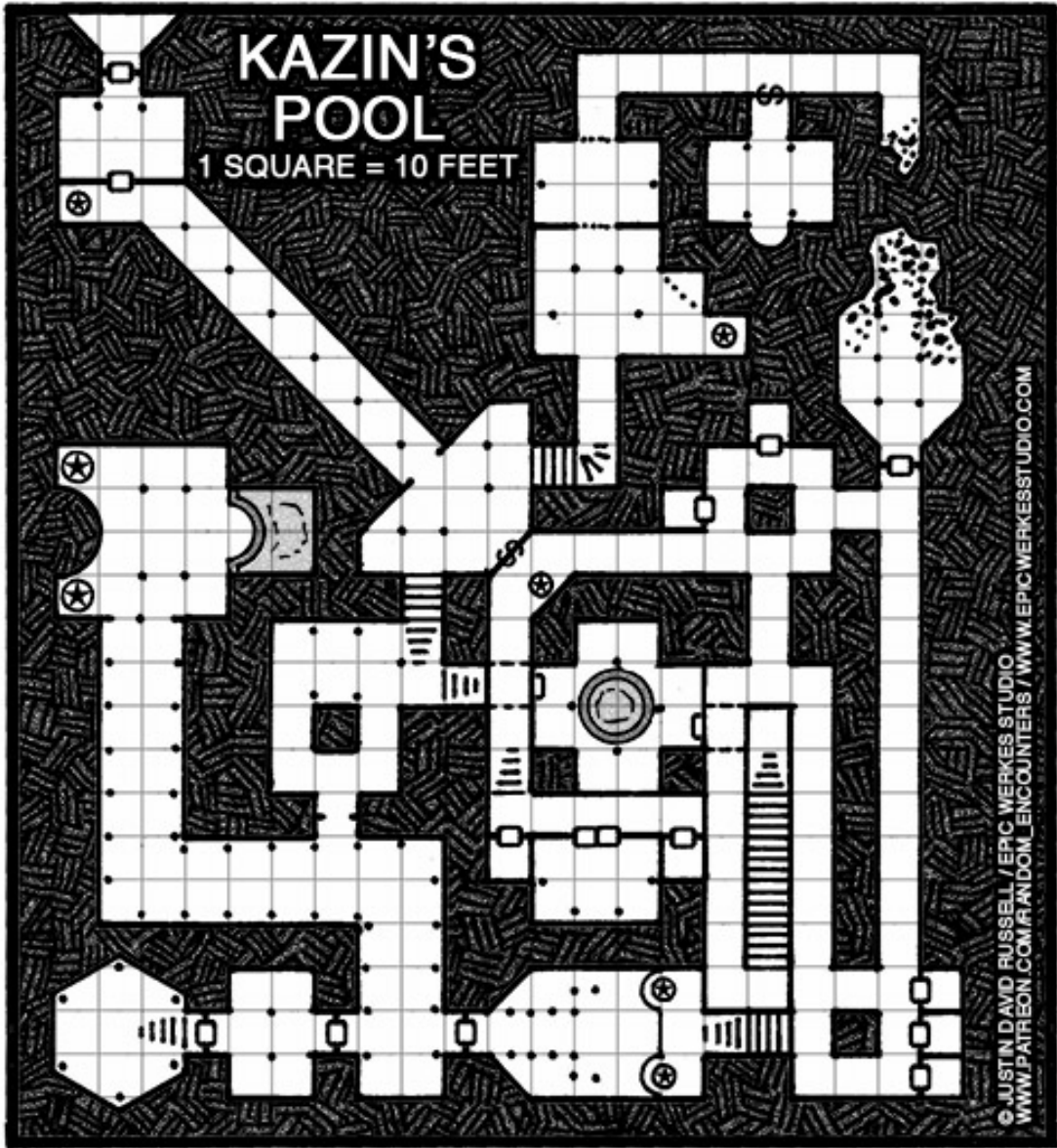
Borden, the inn's most recent steward, has been secretly digging through the hill to hopefully finally reach the tomb. He found it, but he also found trouble. Borden has been taken over by some powerful entity living beyond the doors...



## **Kazin's Pool**

The wizard, Kazin, was a strange man. He created at the centre of his complex a mysterious pool that he used for many different purposes, but the chiefest of these was metamorphosis. He specialized in transforming matter, both living and not, into other states. The man himself was known to have worn many faces. Some say that he may not have even be who he claimed, in the first place. All that is known is that Kazin vanished several years ago.

In reality, Kazin went mad after an experiment destroyed a portion of his laboratory. He and his last project were somehow bound together. The creature now lurks through the corridors, wild and savage, blindly guarding the secrets the wizard kept.



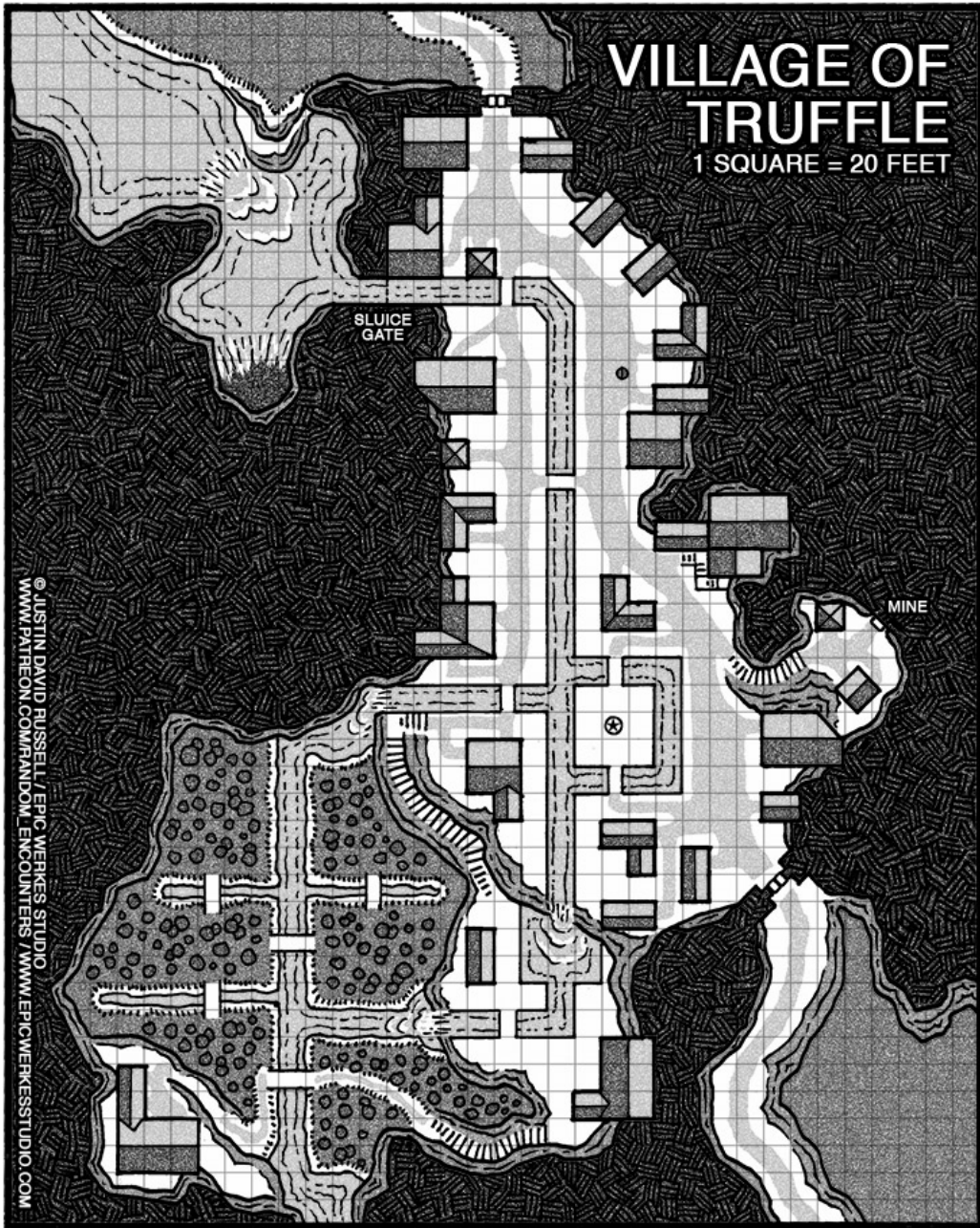
## **The Village of Truffle**

This map was inspired by Ada's word, 'Plantation,' and Jason Hobbs' word, 'Sluice.'  
Thanks, guys!

Truffle Village is a dwarven settlement located in a large cavern. The citizens have created a canal to route water to the mushroom farm in the lower western portion of the cave in order to keep it moist enough for the fungi to grow. A sluice gate controls the water flow. A gate at the northern end is the entrance to the cave. The southern gate grants access to deeper caverns.

Dwarves living in Truffle are somewhat different than others of their kind. Dwarves don't normally run farms or grow their own food, usually trading with humans for agricultural goods. Though the mushrooms in Truffle are consumed, it is the unique Truffle Ale brewed there that makes the village remarkable. It is renowned among passing travelers.





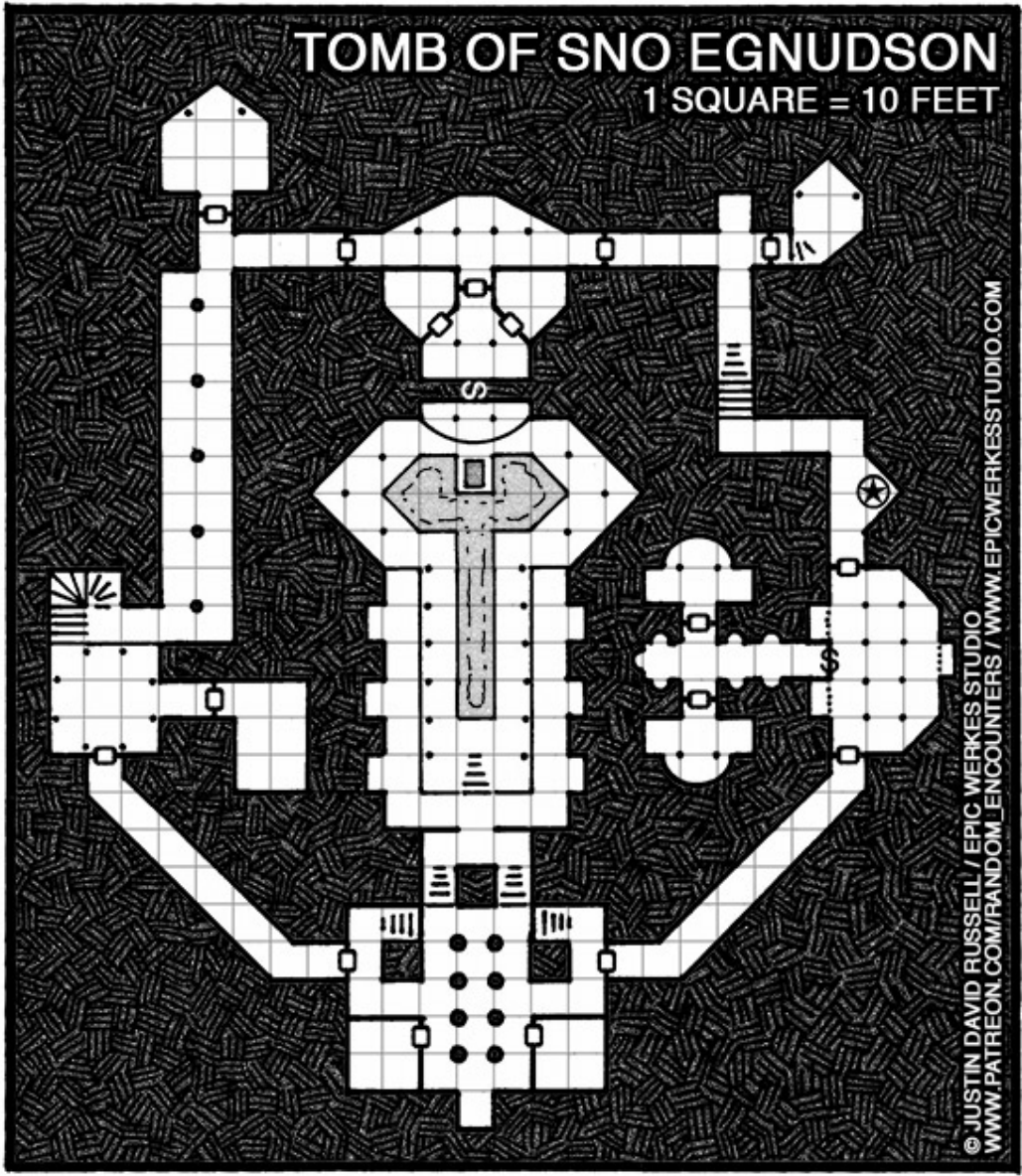
## **Tomb of Sno Egnudson**

Sno Egnudson was a jarl of the northern barbarians. He led his men against the forces of Law in a violent war that left a bloody trail in its wake. He made it across the Towering Peaks to the horse lands of Doone. But it was there he was stopped. The Doonish heroine, Borda Silverspear, slew Sno and routed his troops. The barbarians fled back over the mountains where most of them died. Unable to make it all the way to their home, the barbarians took what supplies they had and made a small settlement in the mountains. There they built a tomb dedicated to Jarl Sno Egnudson.

In the years since, the forces of Chaos, and the fact that their spirits never made it back to their homeland, have caused the dead barbarian warriors to wander, seething in anger. Sno, himself, has taken it upon himself to protect what little worldly wealth he has left. He commands the last dead that served him and orders them to stand silent vigil against intruders.

# TOMB OF SNO EGNUDSON

1 SQUARE = 10 FEET



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## **Ruins of Castle Carthon**

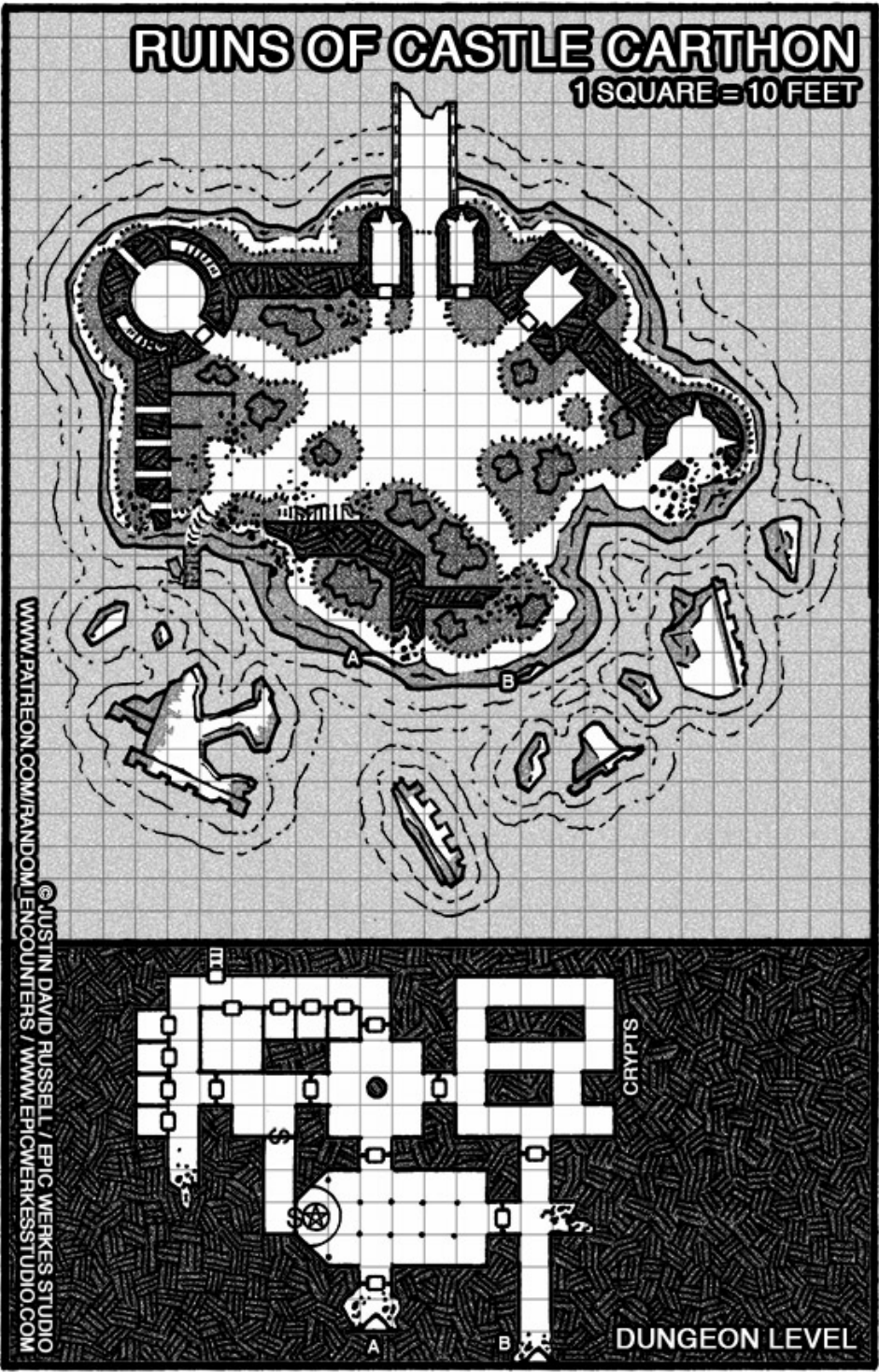
The Ruins of Castle Carthon, and the small collection of ruined homes scattered on the shores of a large lake, are all that remain of a once formidable estate. Carthon was a devout follower of Law that turned to Chaos after his wife died of a wasting disease. Angered by his loss, he began praying to the forces of Chaos to try to raise his beloved from death. He transformed the undercroft of his castle into a great shrine. After sacrificing several of his subjects in efforts to bring his wife back, the small population rose up against Carthon and trapped him in the summoning chamber he built. Priests of Law took up residence in the castle to make sure the man never left his makeshift tomb.

As Carthon lay dying of hunger and thirst, he entreated his gods one last time to resurrect his wife and to save her from the forces of Law. Unfortunately for the priests, Carthon's prayers were answered. A violent force shook the foundations of the castle, plunging it and the priests of Law into the lake. Carthon died, but his wife was resurrected from death, with a deep hunger for lifeblood.

The protections put in place by the Lawful priests were still in place, however, and she could not leave. Unable to slake her thirst, Lady Carthon slept. Several hundreds of years later, after the village and the castle were overgrown and forgotten, a small group of goblins took up residence there, refurbishing small portions of the castle and utilizing certain parts of the undercroft. Sensing the Chaotic creatures, the undead spirit of Lady Carthon roused and began plotting for her return. She commands the goblin leader and has begun sending his forces out to collect the objects necessary to break the seal on her prison.

# RUINS OF CASTLE CARTHON

1 SQUARE = 10 FEET



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CRYPTS

DUNGEON LEVEL

## **Lair of Ryx the Dreaded**

Ryx is a spiteful young dragon that took up residence in the crypts and undercroft of a ruined castle high on a cliff overlooking a large lake. The ruins have been plundered many times over the years, the mine nearby nearly exhausted, and a variety of creatures have called it 'home.' Now a small group of goblinoids have claimed the lower mines and a portion of the undercroft. They were present when the dragon arrived. They were quickly cowed before her viciousness, cunning, and cruelty.

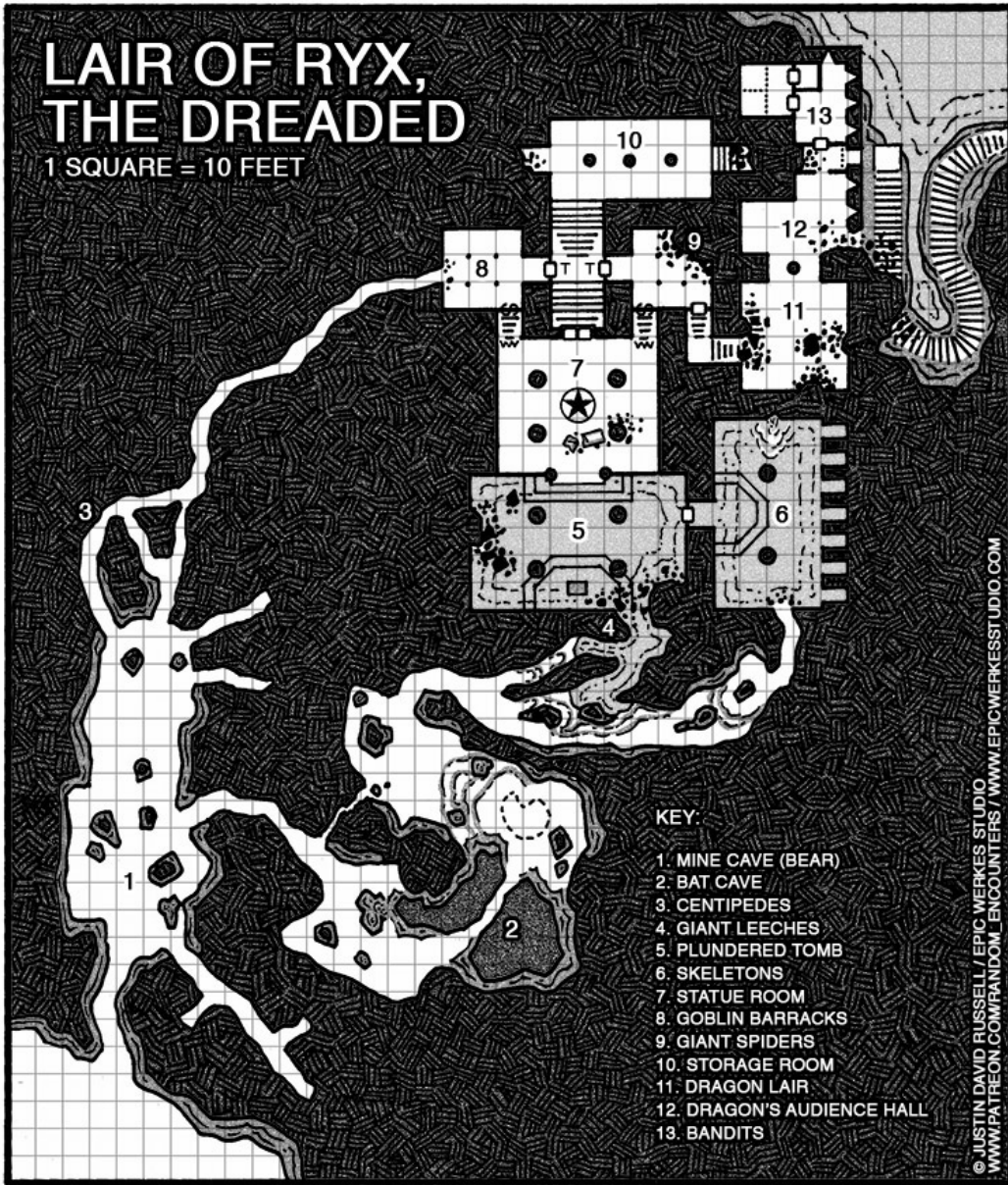
The waterlogged crypts have been sealed and blockaded to prevent the skeletons there from making their way out into the undercroft and mines. Bandits serving Ryx live in a portion of the gatehouse. A savage bear is kept as a guard beast in the main mine chamber. The goblins enjoy watching her feed, when they have captives to offer her. Otherwise, they starve the creature to keep her wild and even more dangerous. This treatment makes her reckless, however.

This map is meant to accompany an introductory adventure. Ryx is very young, inexperienced, and will present a big challenge to players. She is insecure and will flee if most of her followers are slain or defeated. She can also be subdued by characters, if they wish to keep the dragon alive.



# LAIR OF RYX, THE DREADED

1 SQUARE = 10 FEET



## KEY:

1. MINE CAVE (BEAR)
2. BAT CAVE
3. CENTIPEDES
4. GIANT LEECHES
5. PLUNDERED TOMB
6. SKELETONS
7. STATUE ROOM
8. GOBLIN BARRACKS
9. GIANT SPIDERS
10. STORAGE ROOM
11. DRAGON LAIR
12. DRAGON'S AUDIENCE HALL
13. BANDITS

## **Tomb of the Red Lich**

I took the cue of Dyson Logos for this one and arranged a bunch of random shapes in a way I liked.

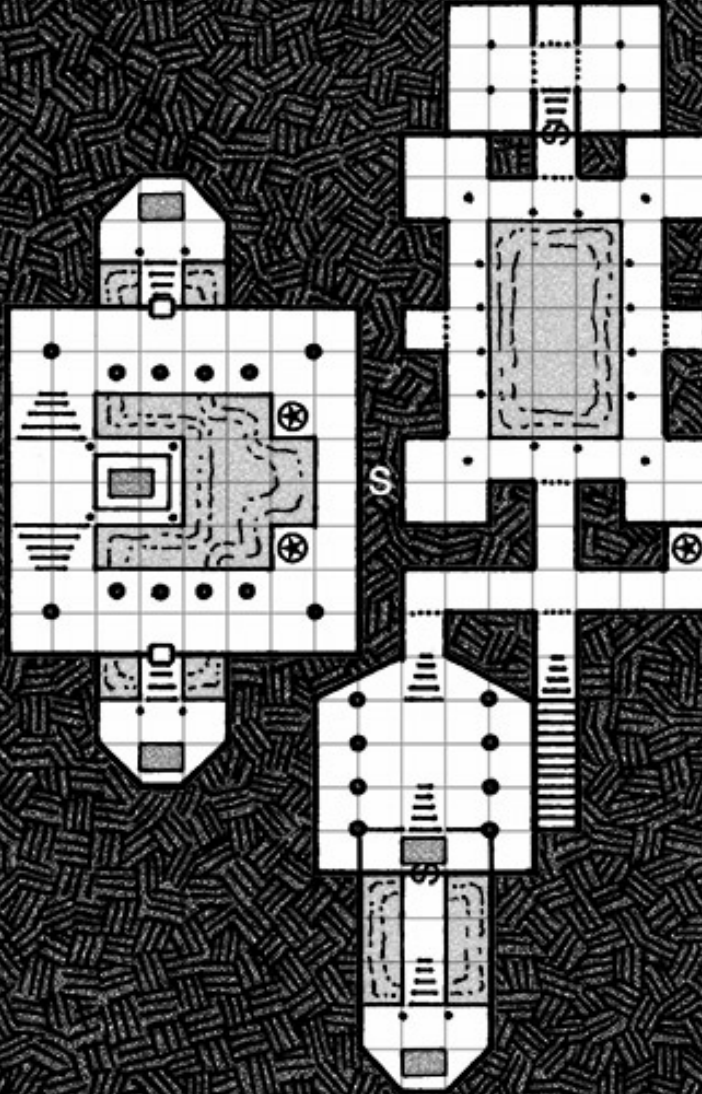
The Tomb of the Red Lich is an ancient, forgotten place. The Lich entombed there placed himself within this prison. In life, he was a kind, compassionate, and willful wizard. But when his life was drawing to an end, he decided to dabble in the dark books of necromancy to extend his life. He made himself into a lich and became drunk with his own power.

The years that followed the wizard's transformation were fraught with violence, fear, and death. He ruled from his tower for many years, even building a small city around his edifice. But after a time, the lich was confronted by a powerful Lawful wizard. A spell from the wizard made the lich face all of the atrocities he committed during his long unlife. The wizard also cast a spell that prevented the lich from destroying himself or leaving his tomb. Wracked with guilt, the lich sleeps in his sarcophagus. He wishes to be forgotten and to stay in his prison, faced with his guilt.

Inside the Red Lich's tomb, several other bodies are present, as well as a great deal of riches. Anyone intruding on the place might find themselves in a violent conflict with the lich, not because the monster wants to protect his tomb, but because he wants someone to destroy him. He is also angry, angry at the living, and the struggle between Law and Chaos within him.

# TOMB OF THE RED LICH

1 SQUARE = 10 FEET



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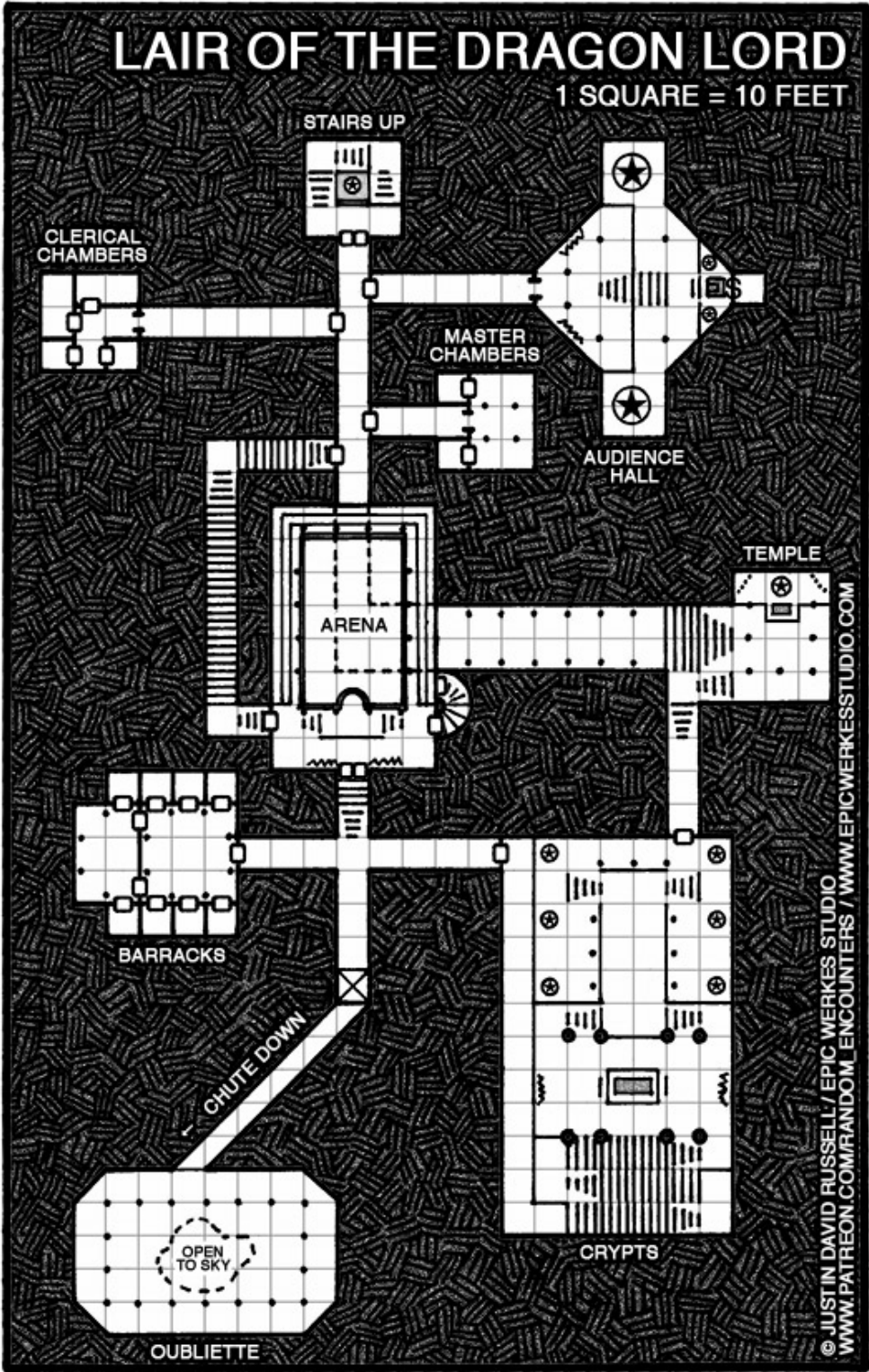
## **Lair of the Dragon Lord**

This map was inspired by a Facebook post by John Bowerman in the group, 'Fantasy Maps and Worldbuilding' (original map included). He runs a challenge to create a map out of an outline. I bring you, 'Lair of the Dragon Lord.'

In the harsh, wintry north is a complex located through a secret entry in a ruined fortress in the Gnashing Teeth. Within dwells a powerful warrior known as the Dragon Lord. Part man, part dragon, he is a ruthless, greedy brigand that raids the mountain passes and foothills nearer the civilized lands.

None are quite sure where the creature came from, just that he appeared one day, gathering goblins, giants, and Chaotic Men to him. Some say he was the product of a union between a dragon and a human. Some say a wizard created him through experiments on a dragon egg. Others say he was god-cursed at birth.

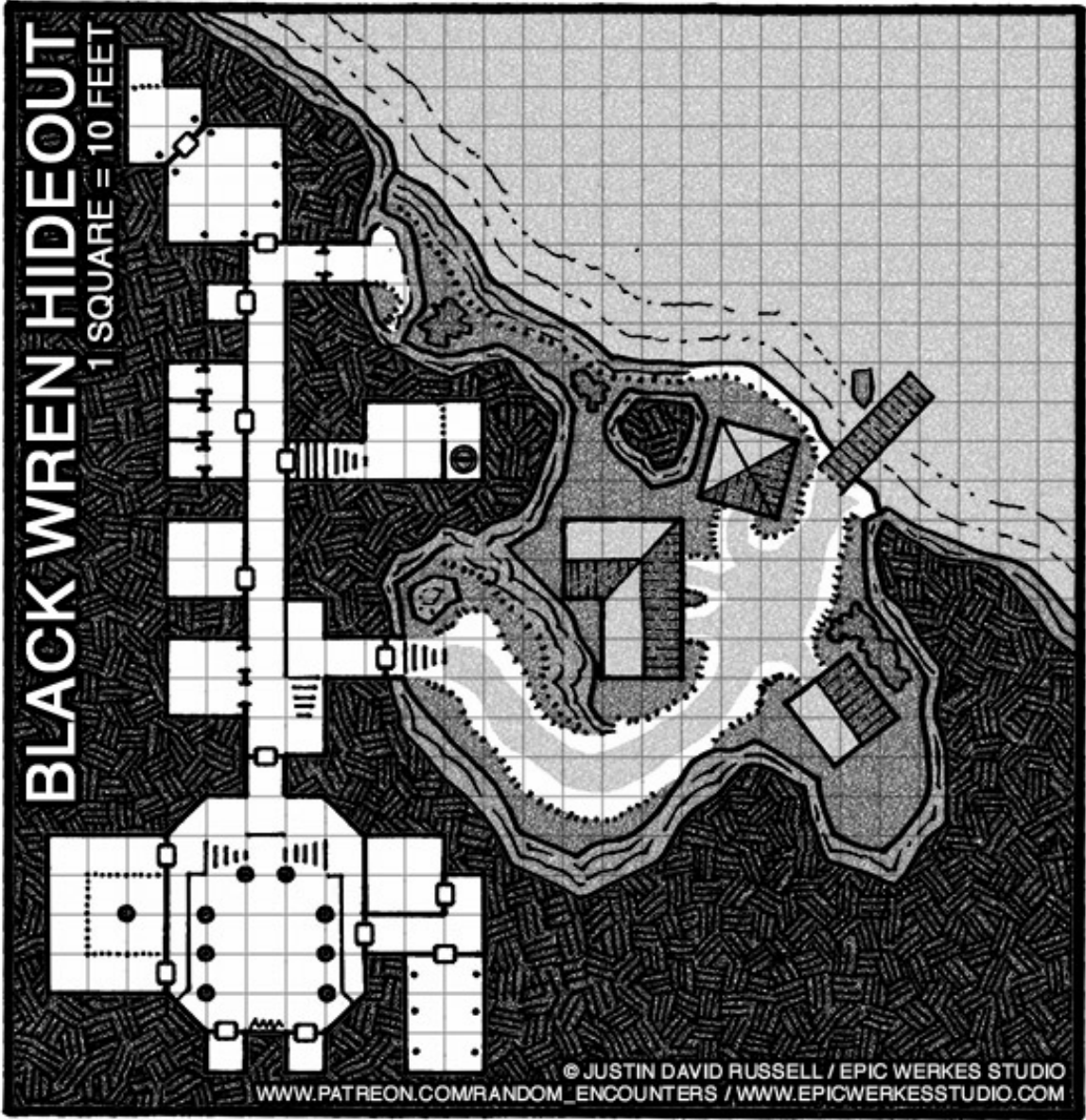
Those the Dragon Lord takes hostage serve him as entertainment in his arena, as slave labour, or as food for his dragon mount that lives in the oubliette.



## **Black Wren Hideout**

The Black Wren is said to be a mysterious thief that has a knack for returning from the dead. In reality, he is not a single person, but a group. The organization's members do not refer to themselves in the plural, but might identify themselves, individually, as 'Black Wren,' when caught. This has led to a very frustrating state of affairs for any authorities that have tried to put an end to the group.



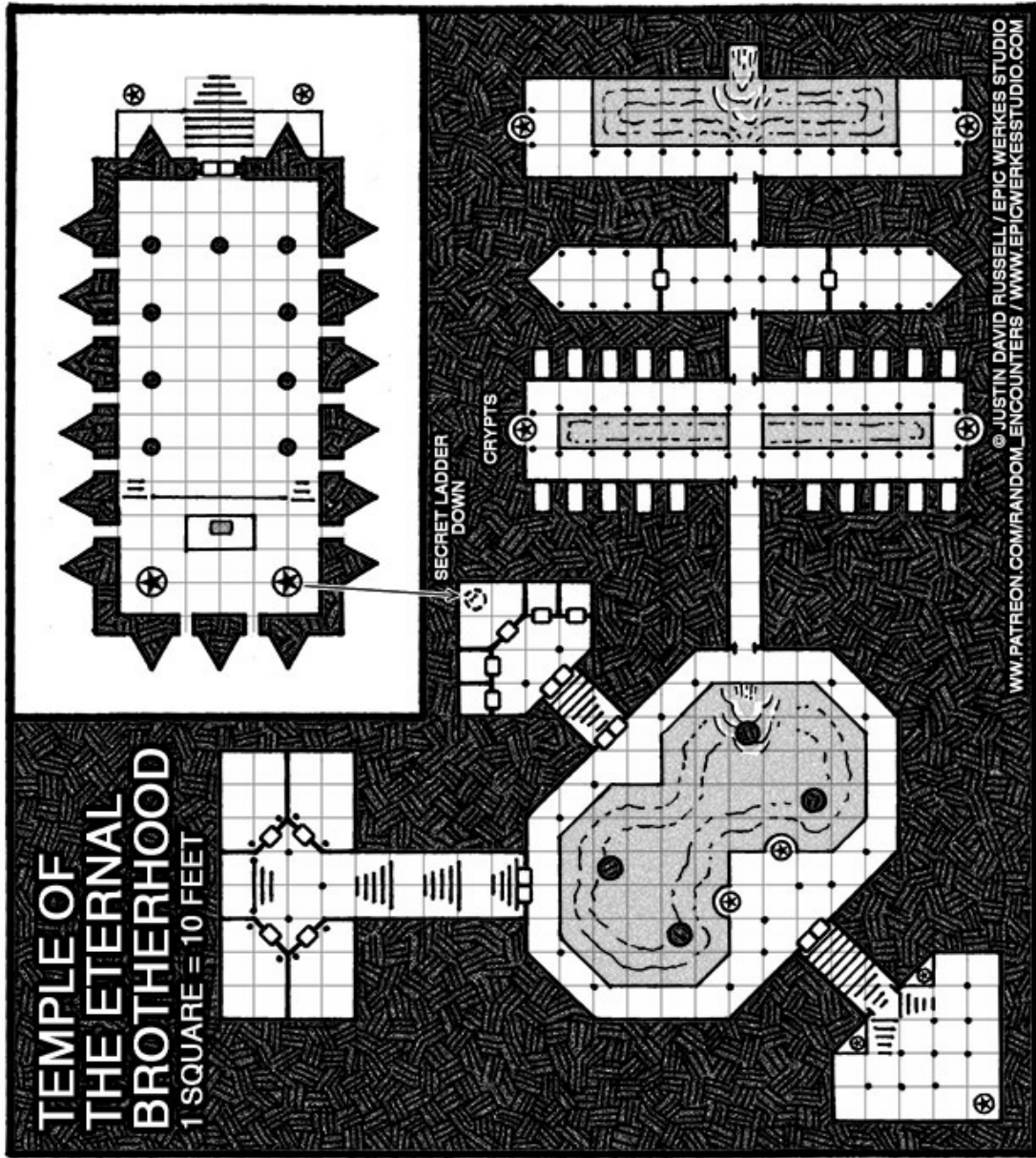


## **Temple of the Eternal Brotherhood**

This map was, again, inspired by John Bowerman's outline of a map from the 'Fantasy Maps and Worldbuilding' page on Facebook. He posts these maps as prompts for artists to use as inspiration. Check out the group, if you want to see some of the best fantasy cartographers around, not to mention a great community.

Many have heard of the Eternal Brotherhood, the restless army of Law, but few have seen the order's sacred crypts and holy spring. There have been a number members over the years, but only twenty are ever active at any one time. Only the bravest, most devout soldiers of Law become members of the Brotherhood. The only other requirement is death. Once such a man dies, his body is whisked away to the Temple where it is brought below the earth to the Sacred Spring and bathed in its cleansing waters. The body is then prepared and laid to rest on a bier in one of twenty vaults. When needed, the warrior is called forth and sent out to fulfill a duty. Once the duty is finished, if the warrior is still alive, he returns to the Temple and to his vault, to sleep, until such time as he is needed, again.

Typically, the Twenty Eternal Brothers are only called upon when the need is so dire, there is no other recourse. This is often in wartime, when the city in which the temple rests is under attack. The Twenty retain their life memories and their personalities.

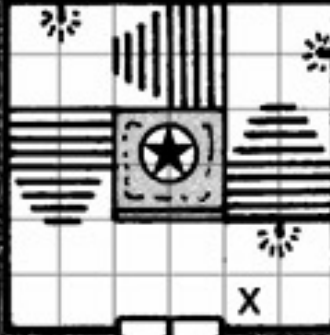


## **Lair of the Dragon Lord**

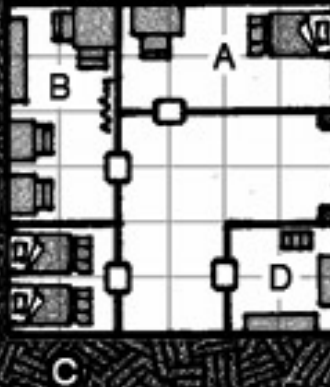
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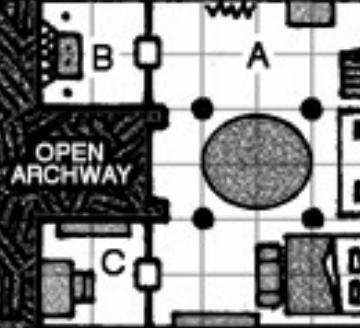
**1. STAIRS UP TO SURFACE**



**2. CLERICAL CHAMBERS**



**3. MASTER CHAMBERS**



**KEY:**

- 1. STAIRS TO SURFACE
- 2. CLERICAL CHAMBERS
  - A. PRIEST'S CHAMBER
  - B. SCRIPTORIUM
  - C. ACOLYTES' CHAMBER
  - D. STORAGE
- 3. MASTER CHAMBERS
  - A. BEDROOM CHAMBER
  - B. SHRINE
  - C. OFFICE

OPEN ARCHWAY

**LAIR OF THE DRAGON LORD 1**

1 SQUARE = 5 FEET

## **Lair of the Dragon Lord 2**

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# LAIR OF THE DRAGON LORD 2

1 SQUARE = 5 FEET

4. AUDIENCE HALL

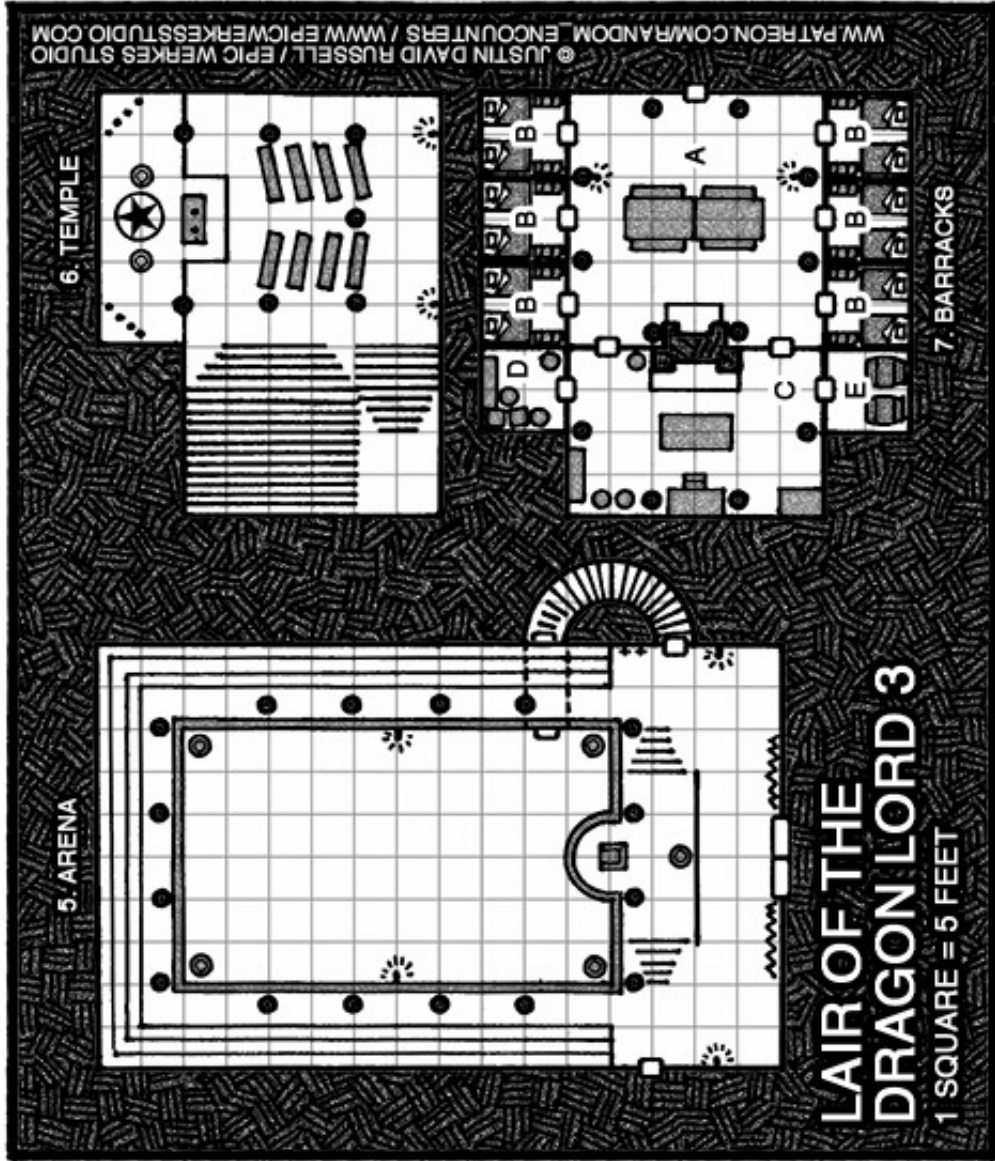


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## **Lair of the Dragon Lord 3**

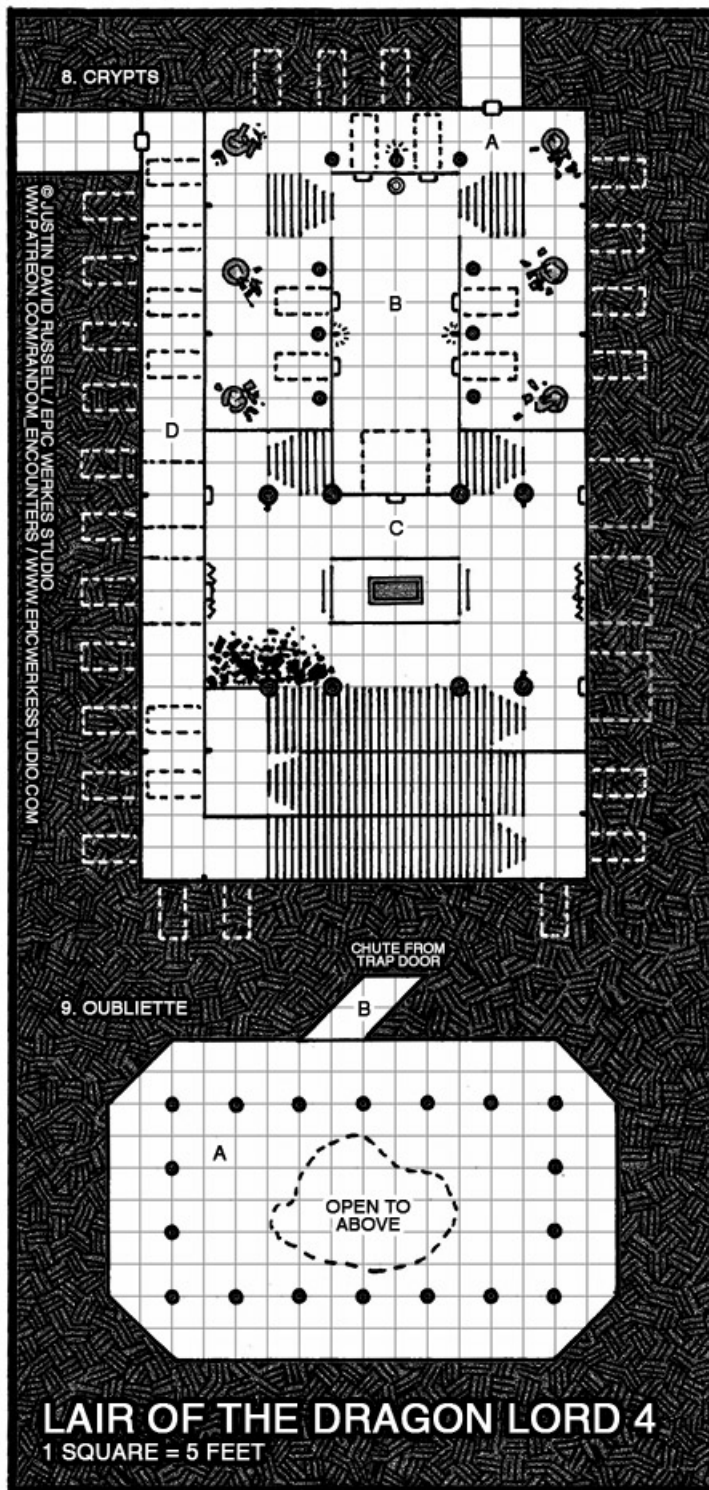
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## **Lair of the Dragon Lord 4**

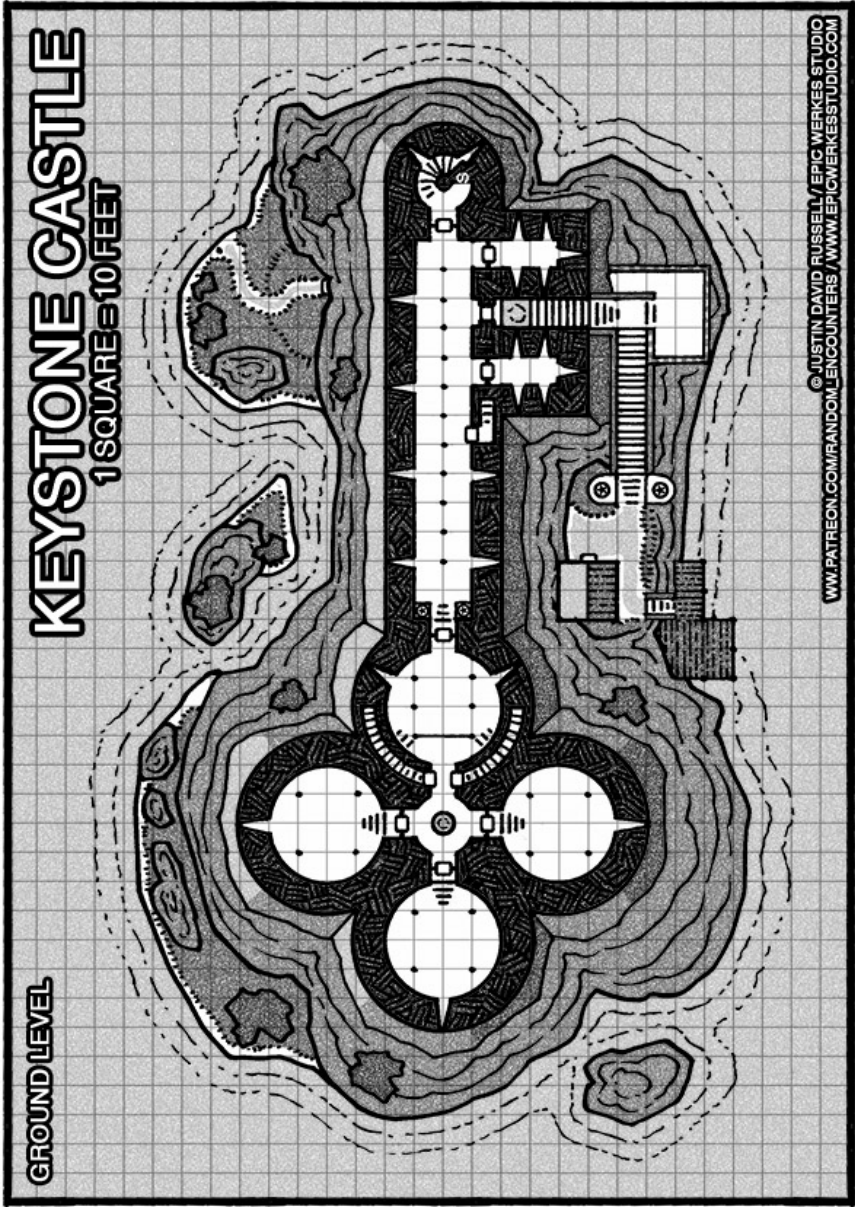
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## ***Keystone Castle (Ground Level)***

Keystone Castle is a sacred site for the priests of the god of history and time. The order of priests that live here spend their days devoted to what they deem the 'Recording of the Roll of Days.' They gather all the histories they can find, preserving them in the vaults below their castle. In the upper halls are the new libraries where only copies are kept for reading.

No one is allowed on Keystone Island, unless they have the permission of the Grand Historian. Speech is also forbidden, lest the scribes are disturbed. Transcribing the histories of the world is considered meditative and sacred work. Clerics of the god of history adventure to rescue forgotten tomes and scrolls of knowledge from the ravages of time and abuse from ignorant handlers.



## **The Pool of Lemarac**

**Hook:** Locals in a small kingdom have suddenly found themselves the victims of a strange addiction. The baker of a small town has suddenly become the centre of attention. The nearby lords and peasants have begun to send their grain to this baker to have it made into a semi-sweet, tasty bread. Locals have begun to consume so much of it that they have become lazy and fat. Few now remain to defend the land, and even the Lawful priests have fallen victim to the addiction. The bread is sold all across the land, and its effects are spreading further and further. The desire for this bread has become so great that the nearby druids have come out of the woods to address this strange imbalance. They seek mercenaries or willing individuals to discover the truth behind this strange madness.

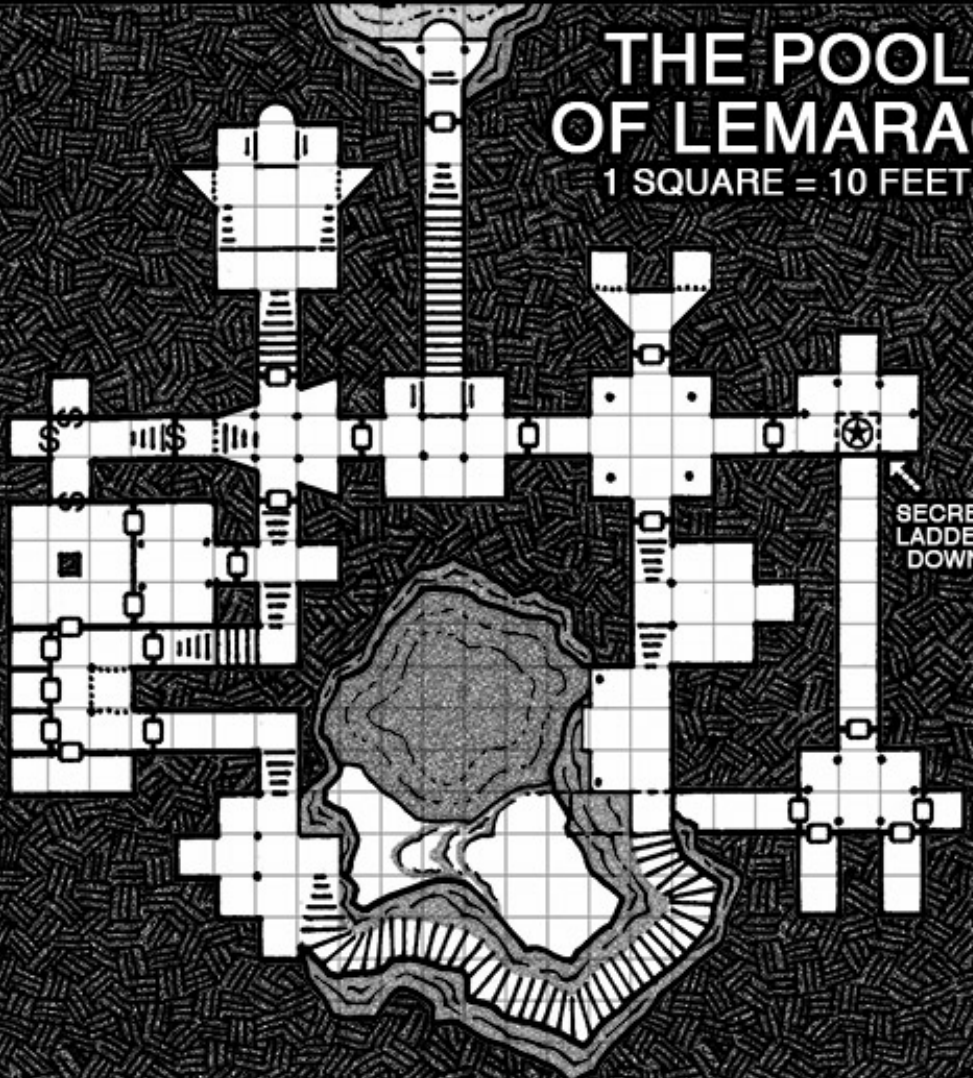
**Details:** Located in a cliffside cave on a lonely lake is the dungeon of the Pool of Lemarac. Lemarac is a wizard whose experiments on a strange pool of golden ooze in the heart of his complex has caused surprising results. He discovered the pool long ago. He found the viscous material was carnivorous, but when evaporated left a granular, sugary material behind. Once ingested, the sweet substance had a fast-acting addictive effect. Seeing an opportunity to make great sums of coins, the wizard began to sell the material to a local baker. They split the profits from their sales, and both have become quite rich.

Unfortunately, the addiction has caused violence among its greedy users as they clamour to acquire it; entitled, local lords have tried to regulate the sugar, which has only increased the violence as peasants rise up to take what they want. Daily life has been severely disrupted.

Local druids that hardly interact with the populace, at large, have come out of their forest to address this strange phenomenon. They have noticed that monsters are taking note of this trend, as well. The Lawful have left their borders unguarded, a local monster lord has begun to plan for invasion. The balance of Law and Chaos is no longer intact and must be restored...

# THE POOL OF LEMARAC

1 SQUARE = 10 FEET



SECRET LADDER DOWN

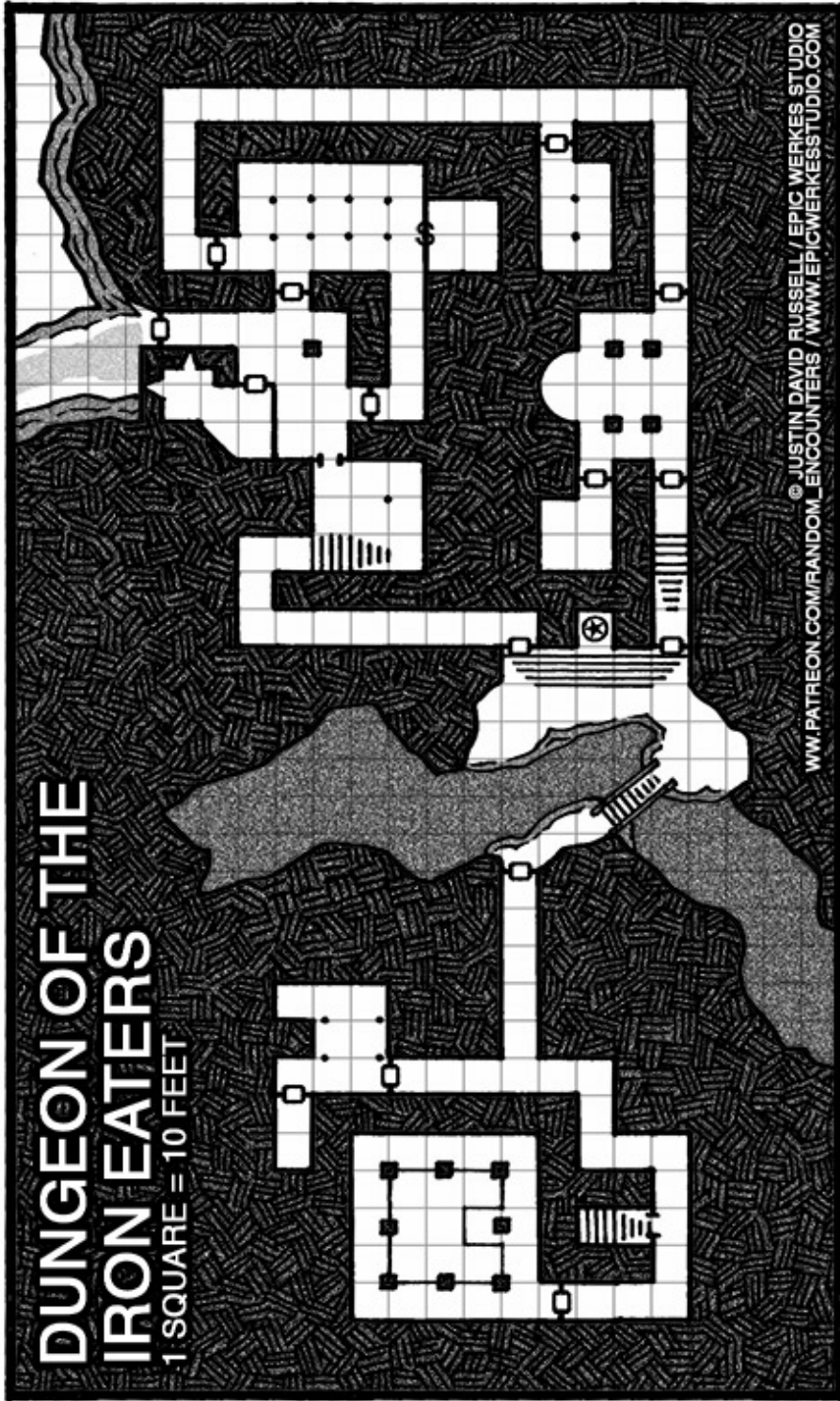
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## ***Dungeon of the Iron Eaters***

**Hook:** Beneath a ruined tower lie the remains of a wizard's undercroft and laboratory. The wizard was rumoured to have gathered many treasures to herself, over the years. Treasures that, after the old woman died, were up for the taking. However, those that have visited the tower's bowels have run afoul of curious creatures that lurk within its dusty tunnels. Some say they eat metal and protect the wizard's secrets. Rumours of some great hoard keeps explorers visiting the place, but they all return empty-handed, if they are not first slain by the tower's guardians.

**Details:** In truth, the creatures do, indeed, protect the wizard's treasures (among several other safeguards and wards). However, many of the wizard's prized items have fallen prey to the beasts' hunger. Visiting thieves find little other than a film of dust and rust littering the floor and furniture within the dungeon. However, there are a few choice treasures that have escaped the monsters' notice. These are cleverly hidden, for the alert, lucky, and skilled explorer to uncover.

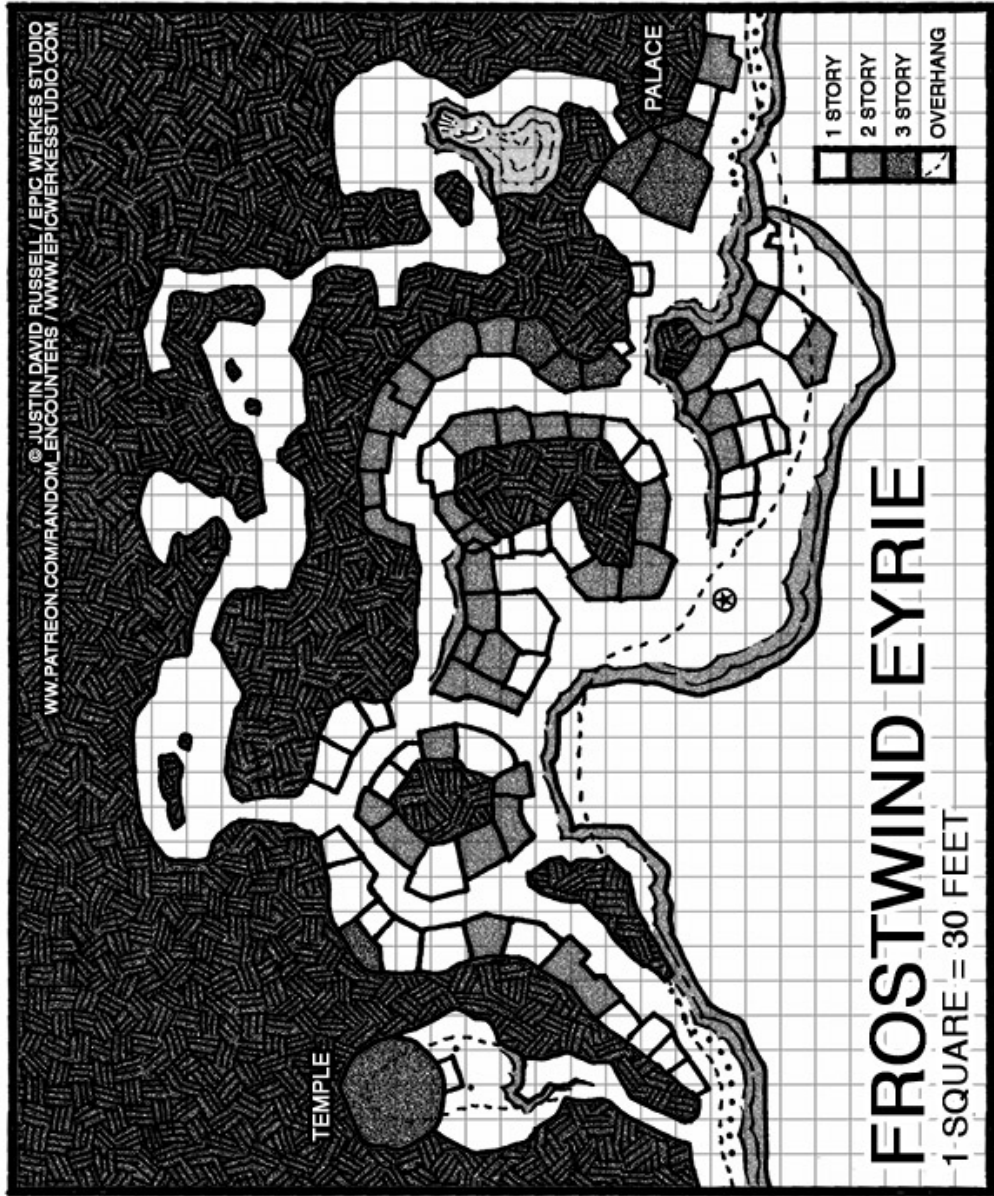




## **Frostwind Eyríe**

Nestled into massive recesses in the cliff walls of great, snow-capped mountains are the stone dwellings of the hawk men. Very tribal, aloof, territorial, and shamanic people, the hawk men prefer the highest, frigid altitudes for their homes. Very few people have enough stamina to endure the elements long enough to reach these places. Hawk men are known for their skill with carving stone, their colourful embroidery, and their beautiful, unique gemstone beads.

Those that visit these settlements must take care. Often the sharp, cold-wrought javelins of the hawk men keep outsiders from intruding upon their isolation.



## ***Moonstone Village***

Nestled into massive recesses in the cliff walls of great, snow-capped mountains are the stone dwellings of the hawk men. Very tribal, aloof, territorial, and shamanic people, the hawk men prefer the highest, frigid altitudes for their homes. Very few people have enough stamina to endure the elements long enough to reach these places. Hawk men are known for their skill with carving stone, their colourful embroidery, and their beautiful, unique gemstone beads.

Those that visit these settlements must take care. Often the sharp, cold-wrought javelins of the hawk men keep outsiders from intruding upon their isolation.



## **The Sacred Stone of Throndra**

**Hook:** Seated at the heart of a remote valley in the northern wilderness was a snow-cloaked, teardrop-shaped tower of opaline stone. It glinted in the wintry sun and shimmered in the moonlight. Few visited this strange and wondrous edifice, with its marble statues and tall, dark cypress trees. It looked alien in the landscape, yet, somehow, it belonged.

The master of the Sacred Stone was Throndra, a beautiful, tall woman dressed in a gown of swirling water. She was known as a being of great power. She was a seeress, a child of the goddess of dreams and prophecy. She was attended by a multitude of magical creatures, including elves. Elven sentries protected the seer and did her bidding.

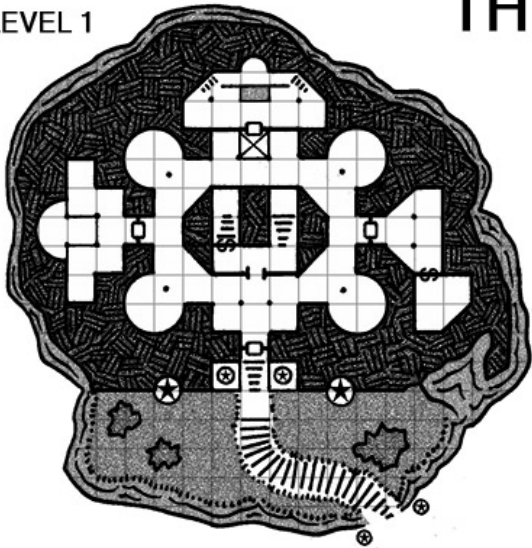
In recent years, a shapeless darkness has taken hold of the Sacred Stone. The seer is imprisoned within her sanctuary, and the elves that remain have fled to seek aid in reclaiming their valley home. The elves that failed to escape have become shadows of their former selves, phantom minions of the darkness that lurks within the Stone.

**Details:** The evil that has infected the Sacred Stone is a darkness from the Realm of Chaos. The God of Chaos ordered his minions to take control of the seeress, to use her to gain a foothold in the world of mortals. The nameless darkness lives in the bowels of the Stone, where it feeds on the Seeress, absorbing her memories and her gifts...

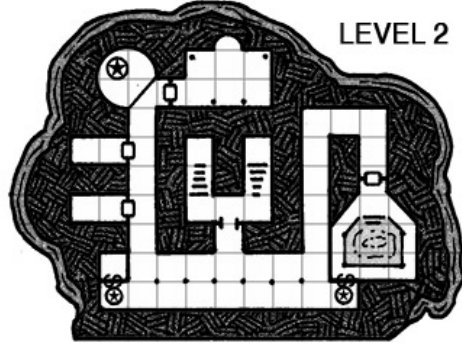
# THE SACRED STONE OF THRONDRA

1 SQUARE = 10 FEET

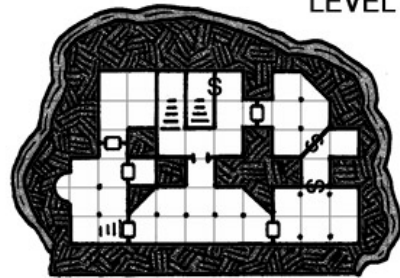
LEVEL 1



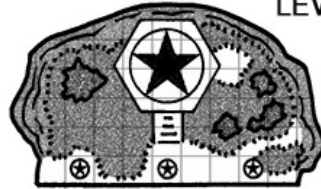
LEVEL 2



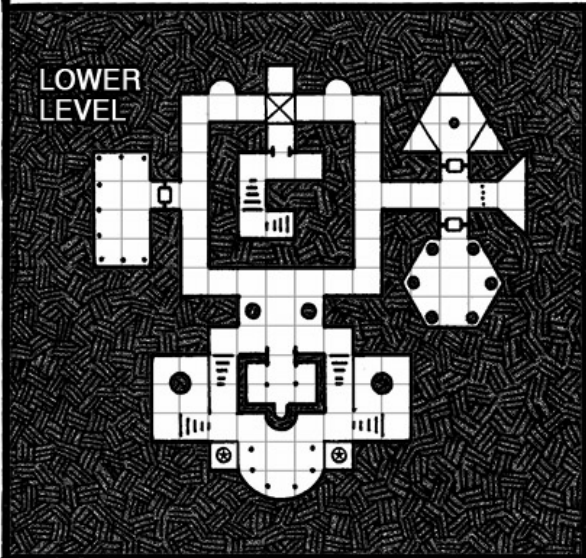
LEVEL 3



LEVEL 4



LOWER LEVEL

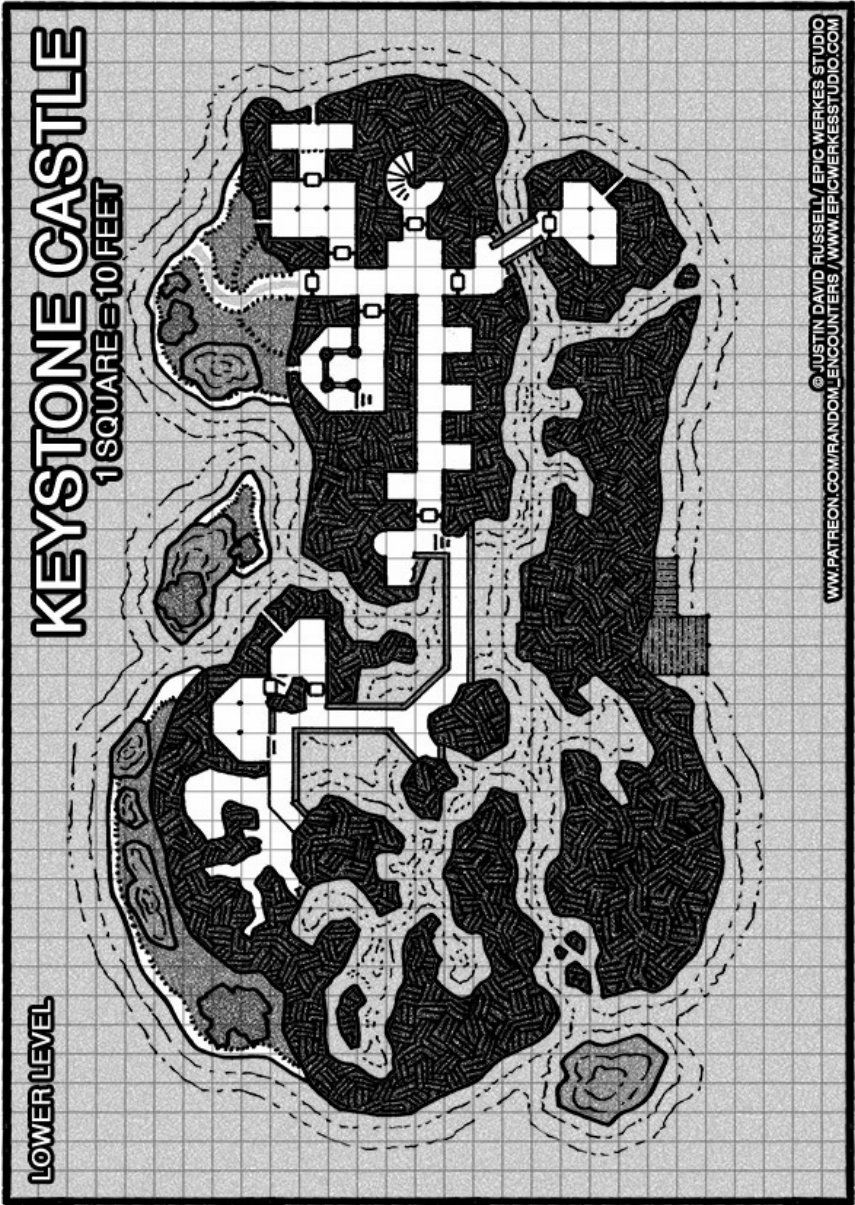


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## **Keystone Castle (Lower Level)**

Below [Keystone Castle](#) are the lower level and sea caves. They are only accessible by way of a secret door on the ground level. Priests of the god of time use the lower level as a prison, as a secret library, and storage. The lower level chambers and walkway are high enough that the tide does not flood them.



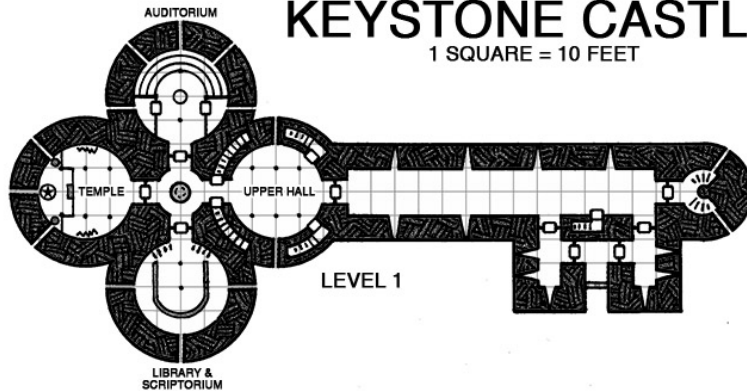


## **Keystone Castle (Upper Levels)**

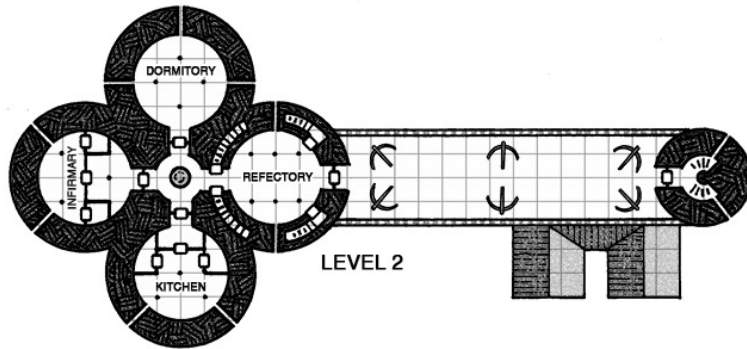
The follow up to [Keystone Castle \(Ground Level\)](#) and [Keystone Castle \(Lower Level\)](#), the upper levels contain the rooms that deal with the daily function of the complex. Ballistae on the battlements aid in the castle's defense. A bell tower at one end of the complex serves both as a lighthouse and as an alarm. A giant bronze lamp at the top of the bell tower, accessible via a ladder located on the tower battlements, is kept lit at all times.

# KEYSTONE CASTLE

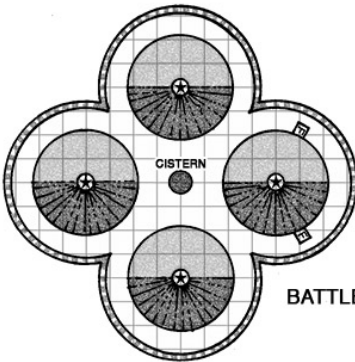
1 SQUARE = 10 FEET



LEVEL 1



LEVEL 2



BATTLEMENTS

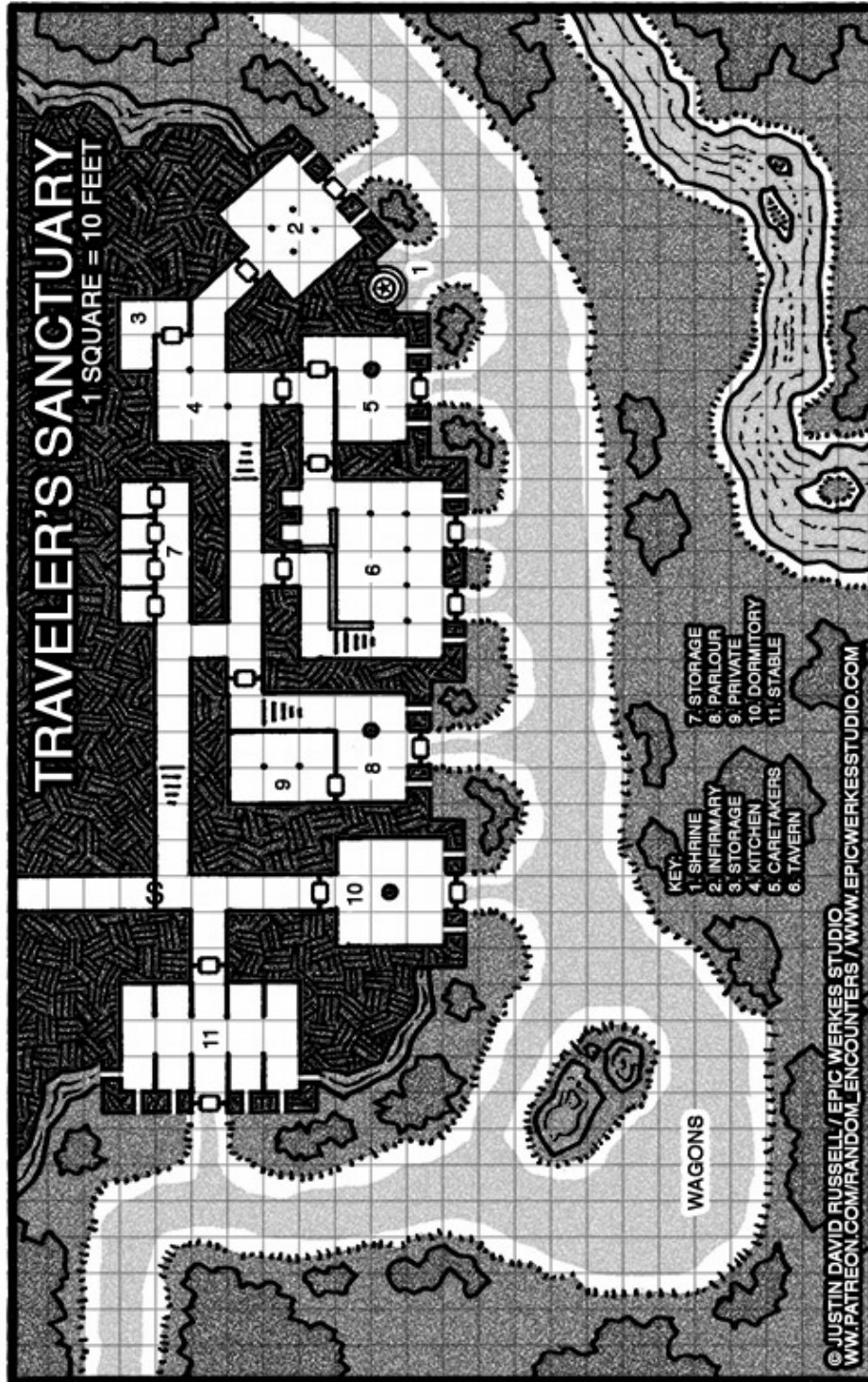


BELL TOWER & LIGHTHOUSE

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## ***Traveler's Sanctuary***

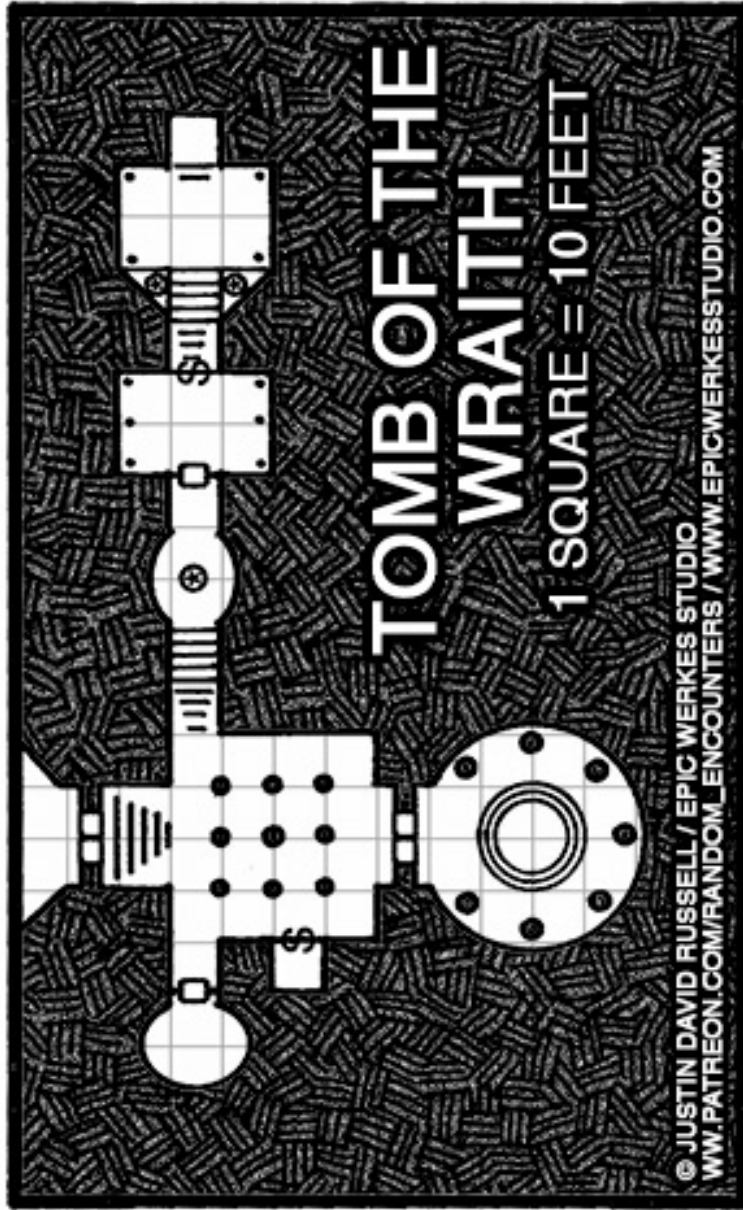
In areas Lawful travelers frequent, there are sanctuaries, like this one, built by Lawful priests devoted to the god of pilgrimages, travelers, and safe passage. Sometimes, priests tend to such places. Other times, merchants or entrepreneurial individuals maintain the buildings and their supplies. Donations for the maintenance of these sanctuaries are given directly to the caretaker(s), while clothing (cloaks, boots, etc.) is left at the shrine. At the end of the day, these are collected and placed in one of the storage areas. They are later handed out to travelers in need.



## **Tomb of the Wraith King**

**Hook:** There are rumours that a dark force lives in a hillside tomb. None that have visited it have returned. Recently, the blacksmith's son has vanished. A local farmer says he saw the boy heading in the direction of the tomb...

**Details:** Inside the tomb lie the restless remains of an evil king. His hate was so great that his spirit would not die. His soul turned black, transforming him into a life-draining creature of Chaos. The lifeless husks of would-be tomb robbers litter the dusty halls of the king's tomb...



## **Sorek's Lair**

Sorek was a sorcerer of middling power. He was killed by the elemental forces he failed to control. The creatures now roam the dark halls, stuck in the world after their initial summoning, but unable to leave due to the protections Sorek put in place.



# SOREK'S LAIR

1 SQUARE = 10 FEET



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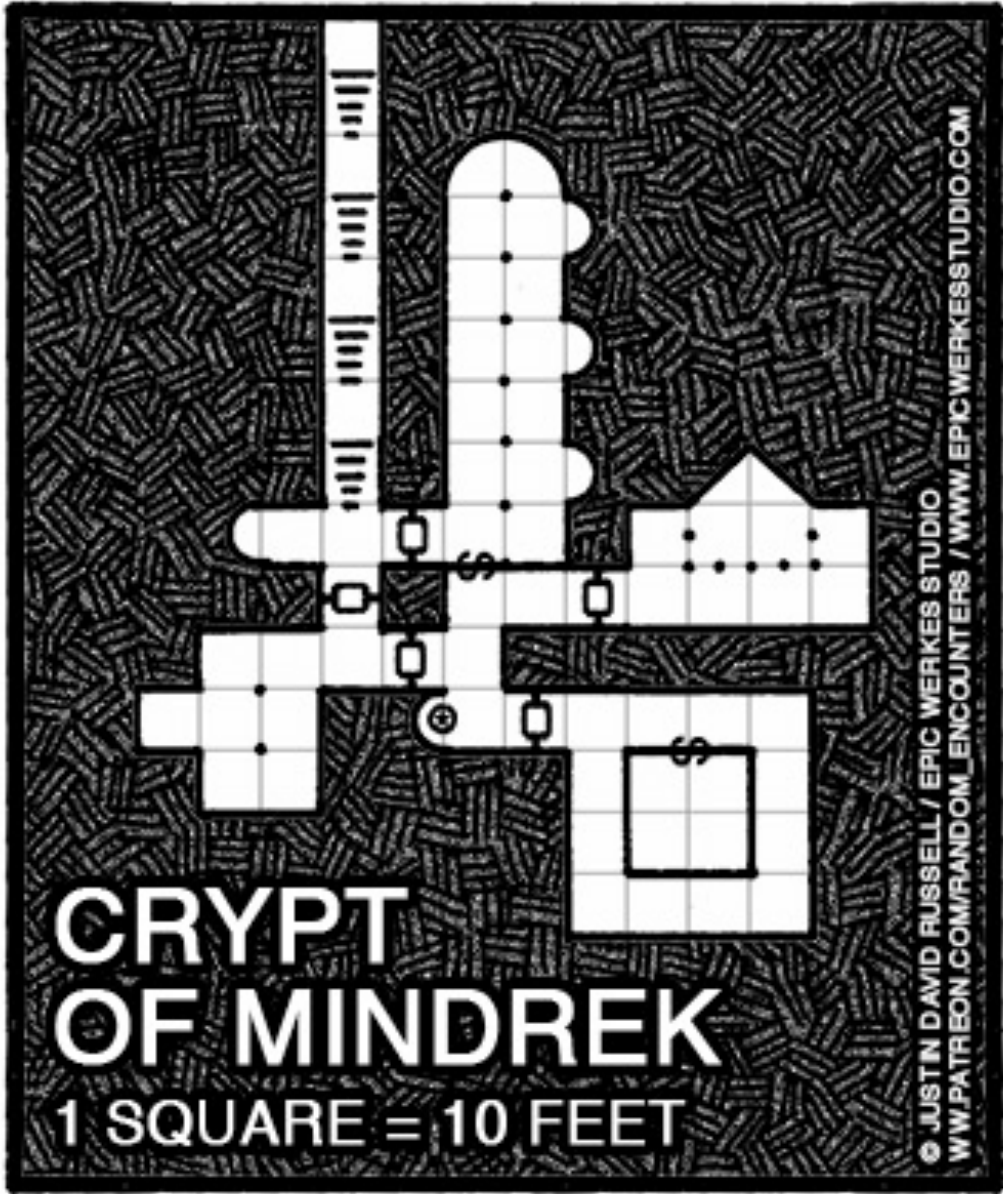
## **Silver Mine**

An old silver mine once controlled by dwarves has become the lair of giant beetles. They terrorize the countryside, devouring farmers' crops, even livestock. No one knows where the beetles are lairing, but many suspect the dark forest to the north.



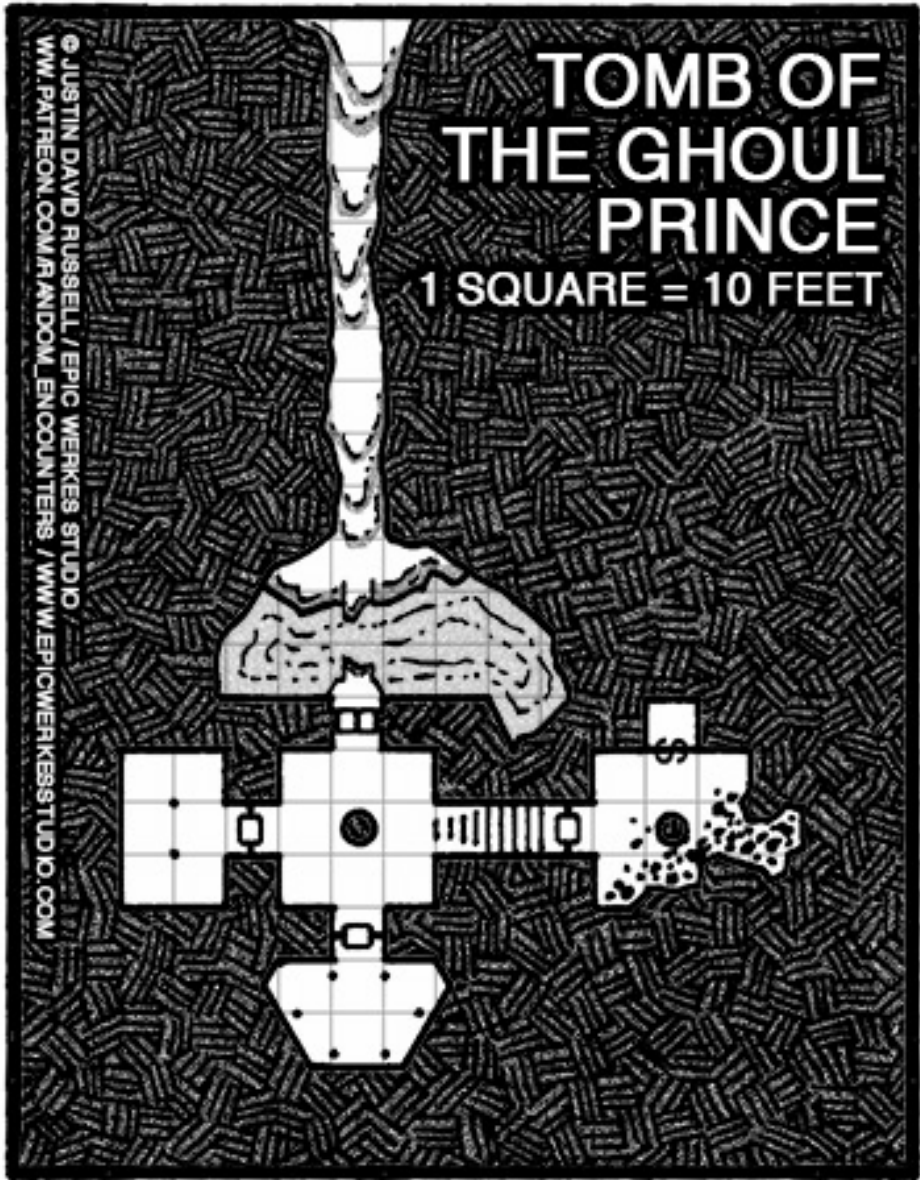
## **Crypt of Mindrek**

Mindrek was a Lawful priest with a long history of service to the Royal Crown and to the Order of the Green Phoenix. His body was interred in a sacred tomb in the now ruined Holy City. However, recently, something has disturbed the priest's spirit. Evil creatures have broken into the tomb to recover and destroy Mindrek's blessed warhammer. Fortunately, the priest's body is warded by powerful protections that keep any Chaos at bay, but for how long?



## **Tomb of the Ghoul Prince**

200 years ago, a powerful prince of Chaos-turned ghoulish undead monster once roamed and terrorized the countryside. A group of mercenaries entered the tomb in an attempt to destroy the undead prince. They did not succeed, but they managed to destroy much of the tomb, trapping the ghoul inside. The only surviving member of the group, a wizard named Fridrick, fled, but destroyed the bridge leading to the Prince's prison, as he did so. Today, the wizard's ancestor's live in the area. The ghoul has resurfaced, and people have begun to vanish or turn up dead, again. Only Fridrick's notes tell the true story of the ghoul prince, but the wizard went mad after facing the creature. His notes are barely legible.

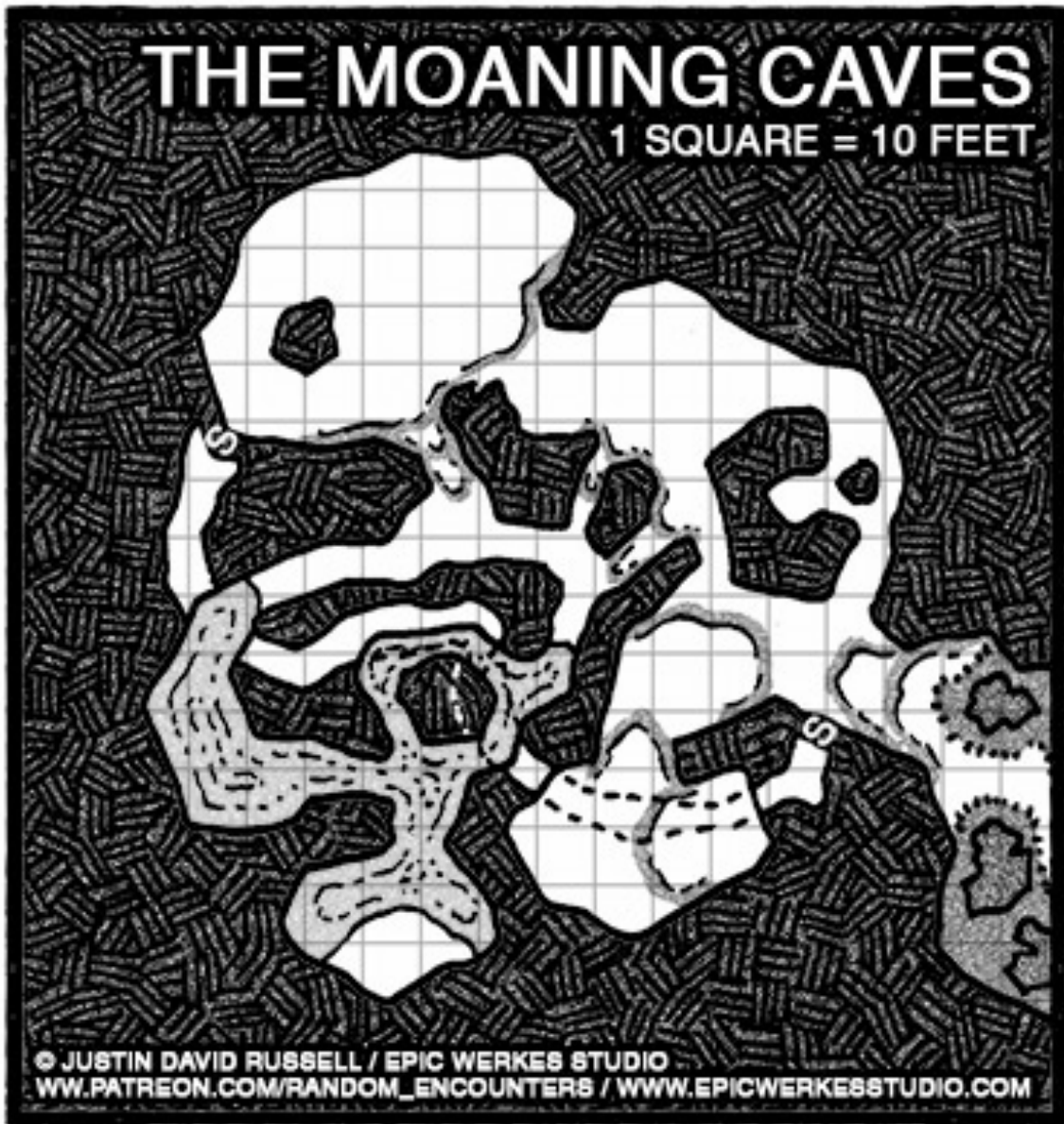


## **The Moaning Caves**

**Hook:** A small village near the outskirts of the kingdom tells a tale of a strange series of caves that no one visits. They call the area the Moaning Caves, because emanating from it are the strange, lowing, moaning sounds of a cow. Human and animal bones litter the ground at the mouth of the cave complex. A terrible stench can be smelt up to several miles away, growing more and more pungent as one nears source. Sometimes, at night, the sound can be heard coming closer to the village, but no one ventures out of their homes when this happens. Those that have are never seen again. In the morning, several animals are usually missing, pools of blood and fur the only evidence the animal ever existed at all.

**Details:** In truth, the place is the lair of a minotaur. It was born of a wizard's curse. The wizard made the creature to serve him as his slave, performing menial labour and protecting his tower. The minotaur killed the wizard and fled, taking several treasures, and the wizard's body, with him. These treasures, as well as anything the creature has taken from any unfortunate souls that have fallen victim to his violence, are stored in a cave at the back of the underground complex.









***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!