

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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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 September, 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!

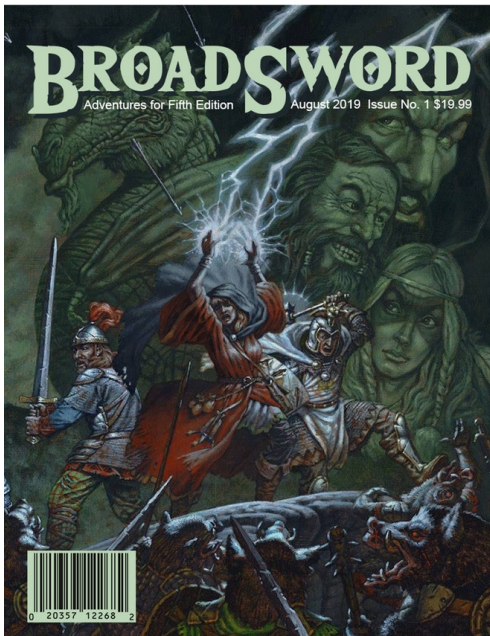
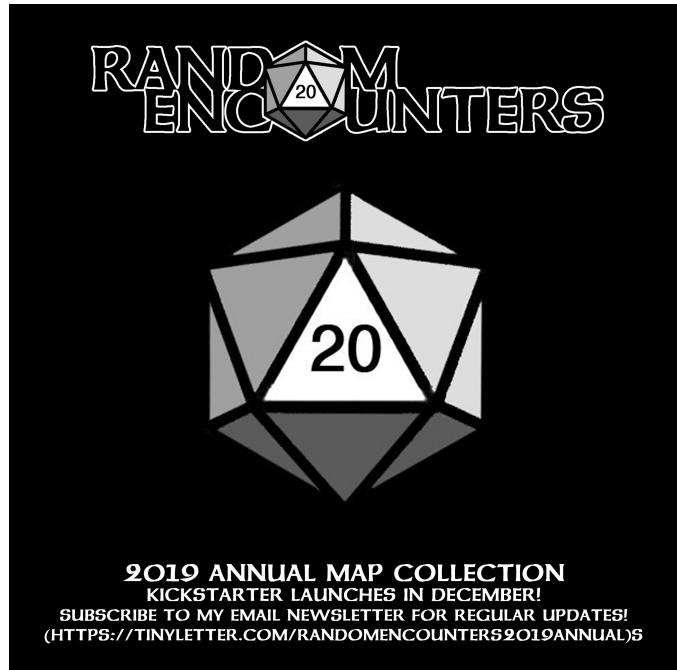


I would also like to thank Mythoard RPG Crate (www.mythoard.com) and Dice Fanatics (www.dicefanatics.com) for their participation and support! Any new and existing patrons will receive one (1) FREE set of acrylic polyhedral dice, courtesy of Dice Fanatics. Are you looking for quality rpg loot delivered right to your door? Then visit Mythoard RPG Crate and subscribe today! They now feature one of my printed high-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!
<https://broadsword.samcart.com/referral/kMnJ6nqu/AJXvmmLldWzLH3Xt>



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!

Find out more at: <https://broadsword.samcart.com/referral/kMnJ6nqu/AJXvmmLldWzLH3Xt>

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The Stone of Xet

The Stone of Xet is a cursed object hidden away in a vault in a secret location in the mountains. It is contained by wards and spells, and a puzzle that requires one to solve four separate riddles in four separate rooms, in order. The wizard that placed the stone in the vault knew that the object, if discovered, could spell certain disaster for the world..

Xet was the name of an ancient kingdom where a wise and powerful king ruled, long ago. The king grew greedy as the years passed and his wisdom brought him wealth and prosperity beyond imagining. His greed grew so great that one particular gem he coveted more than all of his other treasures became the receptacle for his avarice. Soon, the king could not leave the stone. He eventually starved and died. Anyone that possessed the stone thereafter fell prey to a terrible curse. They coveted only the stone, once they touched it. Wars were even fought over the object. Finally, a great wizard, Fandrel Greencloak, took the gem and hid it from the world, secreted it away to a vault heavily enchanted with wards and glyphs of binding and protection.

Over the years, the gem has largely been forgotten, save for scraps of rumours that make their rounds in common rooms and seedy taverns, passed from drunken lips to eager ears, for anyone willing to listen...

THE STONE OF XET

1 SQUARE = 10 FEET



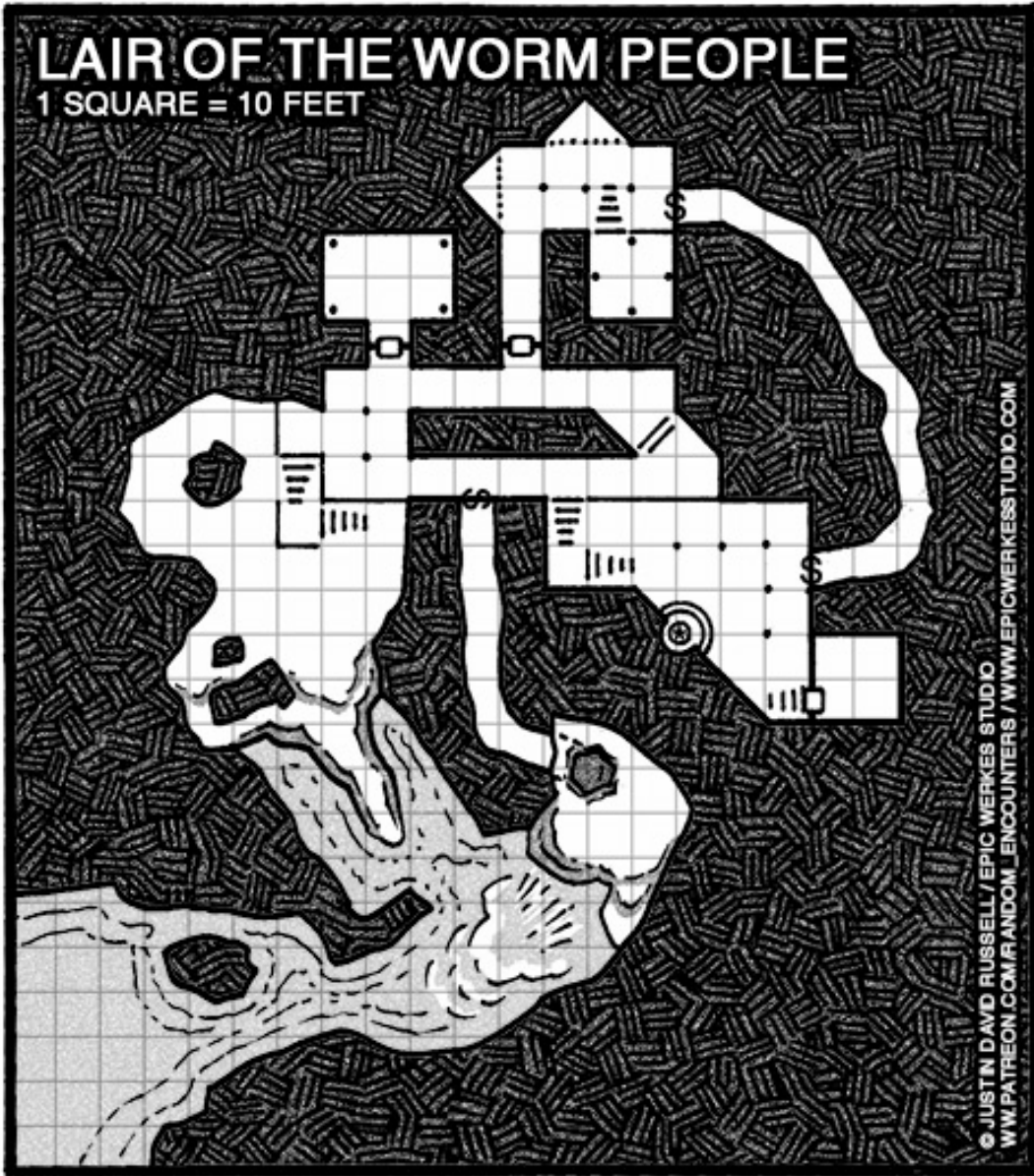
Lair of the Worm People

Hook: A strange phenomenon has been taking place near the riverside community of Marsh Bridge. The farmland has been collapsing into sinkholes connected to vast, meandering tunnel complexes. Farmers complain of a strange rustling sound that seems to come from the earth, right before it happens. Even worse, some people and animals have vanished into the sinkholes, never to be seen again! One man, a once credible old farmer, refuses to spend another day in the fields after seeing something horrible emerge from the soil, one evening. The local lord put him in stocks for two days, but the man still refused to work. He now spends his days drinking behind the local inn, begging for drink and food, half mad from the trauma of what he witnessed.

Details: A cave located in the nearby wetlands leads to a complex used by cultists devoted to the worm god, Vermes. The cultists have performed rites to turn themselves into creatures that are half-worm, half-man. They desire to turn the people of Marsh Bridge into worms and make the land a breeding ground for Vermes' cult. They have been tunneling under the village and devouring livestock and people, as they fall into the sinkholes.

LAIR OF THE WORM PEOPLE

1 SQUARE = 10 FEET



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Temple of the Monkey King

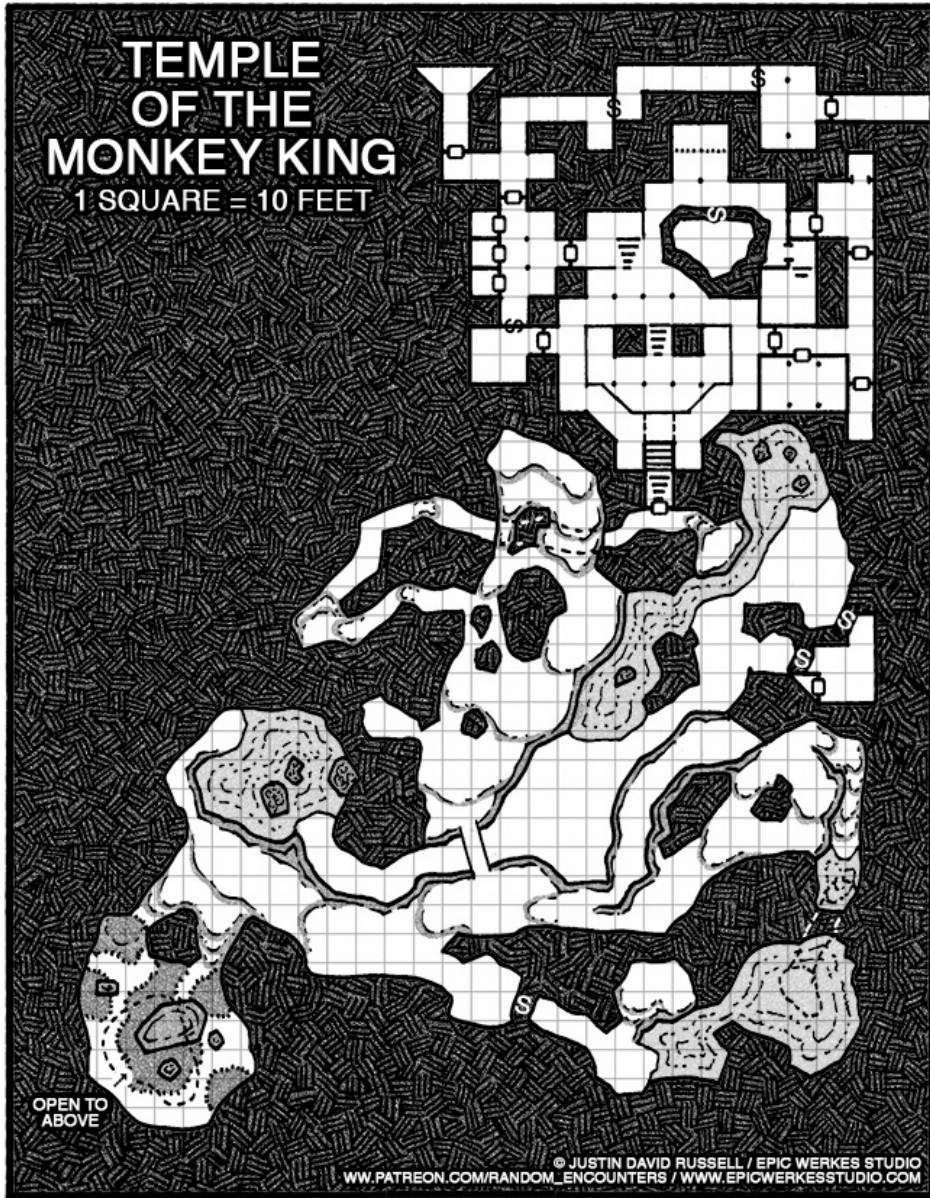
This map was inspired by Jeff Gatlin's word, 'Monkey.' Thanks, Jeff!

Hook: In the deep jungles of the South, an abandoned, underground temple has been discovered by explorers. The most recent expedition reported that the ruins of the temple and palace above are completely destroyed. A hole in the earth further southwest of the temple has proven to be the only access, but once ropes were thrown down and torches lit in the cool darkness, the party was attacked by savage ape men. Only two of the company survived, but barely. They are in no shape to return. Rumours are that the under-temple is full of riches and secrets of a time long gone.

Details: The Temple of the Monkey was a location dedicated to the Cult of Olgamog, the Monkey King, a wild simian petty god. His temple was abandoned long ago. Some of Olgamog's priests sacrificed themselves to be turned into monstrous apes with the sole purpose of protecting the complex and its treasures. Other monkeys and creatures, both dangerous, strange, and benign, live in the caves, as well.

TEMPLE OF THE MONKEY KING

1 SQUARE = 10 FEET



OPEN TO
ABOVE

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The Deathless Pyramid

Jutting up from the desert sands near a small oasis is the Deathless Pyramid. Its twin brazen sphinx statues loom high above the sands, gazing out in opposite directions to the east and west. A brazier surrounded by dolomite statues lies cold and lifeless between the sphinxes.

Protecting the temple are the large statues themselves. Their heads swivel and shoot withering rays that drain the life from anyone approaching. Victims of the rays reanimate and wander the nearby desert as a deterrent to would-be tomb raiders. The only way to deactivate the sphinxes is to climb the pyramid and light the brazier.

Unlike many tombs, the front door to the pyramid is completely open. The only trick is getting to it. Once inside, a variety of traps, mummies, and the deathless victims of the sphinxes await any visitors.

Centrally located within the complex is the sarcophagus of Bophmat Okhet, a once mighty priest king that ruled in the Desert of Fire and Famine, centuries upon centuries ago. Bophmat Okhet was known for having attained the power over life and death. He created a magical liquid that could cure anyone of any disease or injury, perhaps even bring someone back from death. But to attain this panacea, one must prove themselves against the trials of the priest king.

LOWER LEVEL

UPPER LEVEL

TOP LEVEL

THE DEATHLESS PYRAMID
1 SQUARE = 10 FEET

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Azmandar's Kingdom

This map was inspired by John's word, 'Biodome.' Thanks, man!

Azmandar is a wizard of tremendous power. He wished, ardently, for control over others, but he did not want to rule a vast kingdom, or deal with the politics of other nations on a grand scale. Rather than involve himself in the affairs of the world, he decided to create his own realm within a vast cave system. He built a town where he keeps a group of humans. Small plots within the town, and some outside, are used to grow crops. Azmandar trapped a group of elves, dwarves, and other creatures within the cave system, as well. Even creatures of Chaos dwell within the misty, dark wetland where a large spring feeds a river. Life goes on in the cave complex, and Azamandar allows the inhabitants to wage war, to make peace, to love, to hate, however they wish. At times, the elves and dwarves have been friends, then enemies, while the humans remained impartial. Once, the humans and elves allied against the dwarves, then they all banded together against the Chaos creatures living in the marsh. This cycle repeats over and over. None are even sure how long Azmandar has been alive, but generations of elves have come and gone.

Azamandar is unapproachable. Some say he is a god. No one has audience with the wizard. A town master runs the daily life among the humans. The ceiling of the cavern is a reflection of the sky and the sunlight. It even provides warmth, and the seasons and weather change within the bottled world that Azmandar has built...



The City of the Magistocrat

This map was inspired by Dave's word, 'Panopticon.' Thanks, Dave! Now, if some of you do not know what a panopticon is, it originally referred to a type of prison layout. A central tower or observation deck allowed full view of the prison complex, while the inmates would not be able to tell if they were being observed. The idea was that the inmates would behave simply because they never quite knew when they were being watched.

Now, I used this idea to flesh out a city for a setting I will be publishing in (hopefully) the near future. Serendipitously, I have been looking at city plans of what people thought Atlantis might once have looked like, and I knew I wanted to base a location off of that type of plan. You can see my early dabbling in this project in [The City of Worlds](#). Dave's word provided me with the final key I needed to figure out how I wanted this place to look. I'd like to flesh this city out as a full setting.

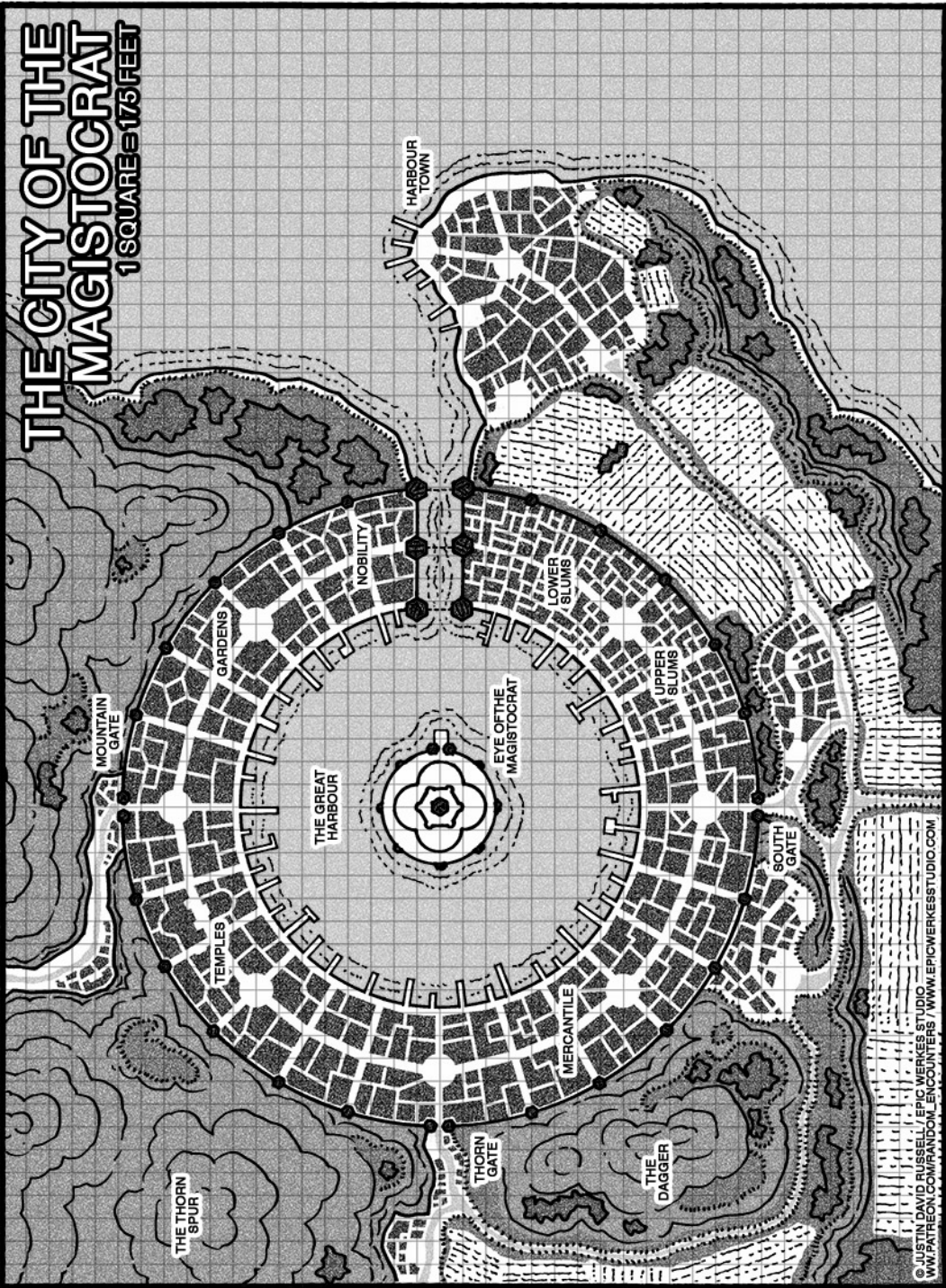
Wizards rule this city, and have for millennia. Its walls are thick, tall, and arranged in a circle, held together by mortar and magic. Three gates and a canal grant access. The mountains were re-shaped by magical means to allow for the city's impossible shape.

Mage kings live in the Eye of the Magistocrat, a spire of physics-defying height and shape. It rotates to allow the wizard inside a full view of the metropolis. Of course, magic provides the wizard-king with scrying opportunities. Law is maintained by fear of magical punishment, though there are still guardsmen and men-at-arms policing the streets.

Contrary to what one might think, there is very little magic, if any, openly practiced here (beyond the protections and obvious, magically-constructed grandeur). Though it was built using the arcane arts, and the layout follows magical and sacred algorithms and symbols, magic is still feared and mysterious, and great displays are not overtly made. In fact, it is illegal to practice the arcane arts, which has led to the development of a plethora of secret societies and a city rife with corruption and black market dealings. Wizards guard their secrets, jealously, and their power is hard-won. They don't care to pass their earnings off so easily, or open the door for others to usurp them. The city is a place of learning, however, and many wizards and men of wisdom and intelligence have traveled there to attend its universities and study in its libraries.

THE CITY OF THE MAGISTOCRAT

1 SQUARE = 175 FEET



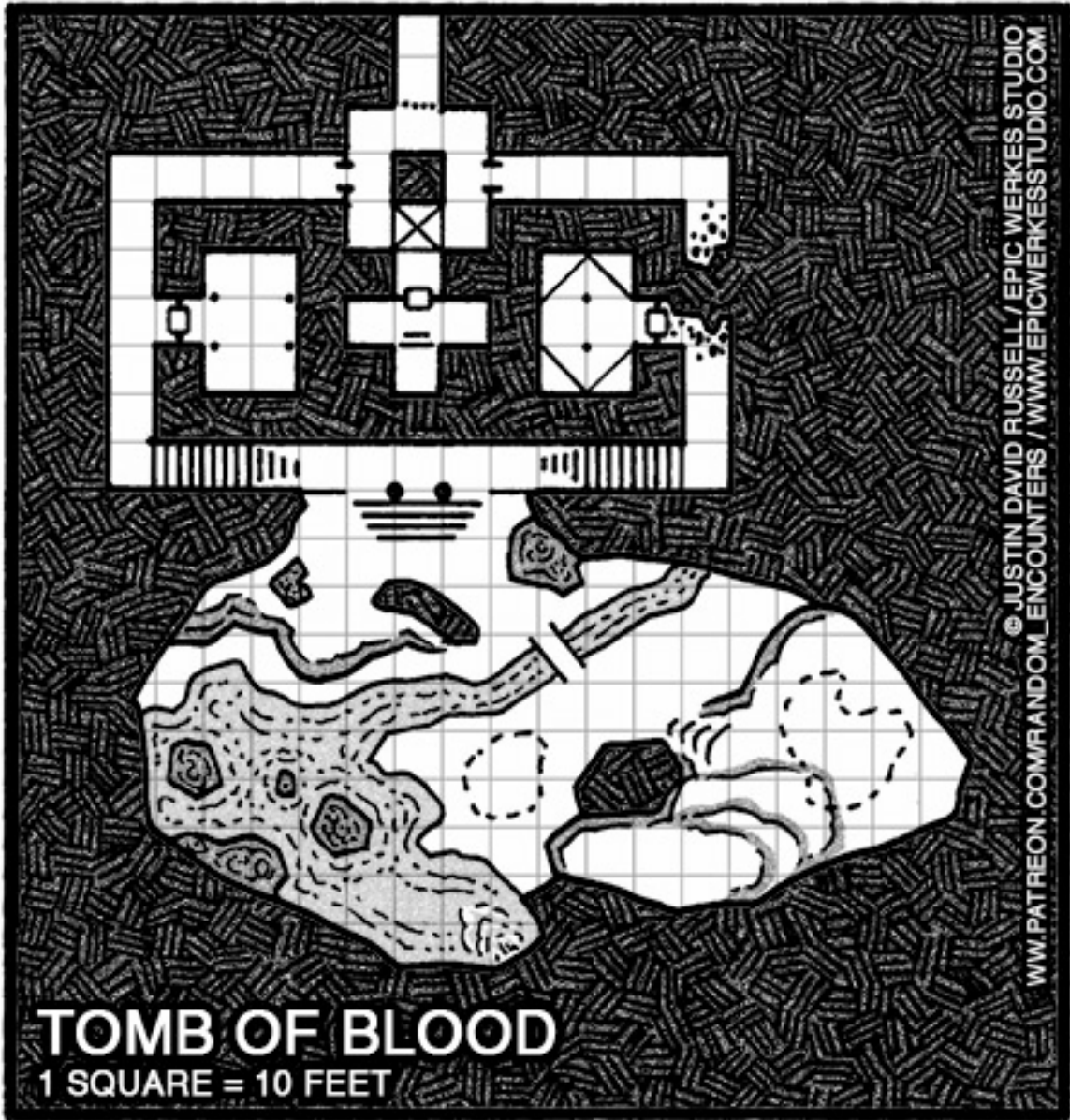
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Tomb of Blood

Hook: A local cave has become the domain of butcher birds, violent, diminutive, voracious, feathered monsters. They tend to swarm and drink the blood from their victims through lacerations made with their wickedly-serrated beaks. The nearby villagers have become afraid to leave their homes and wish for someone to venture into the caves and drive the creatures out.

Details: Unbeknownst to the locals, there is a tomb attached to the cave. The cave, itself, is deep and none have climbed down into it. The bones of hapless victims, both human and animal, litter the ground beneath the two openings.

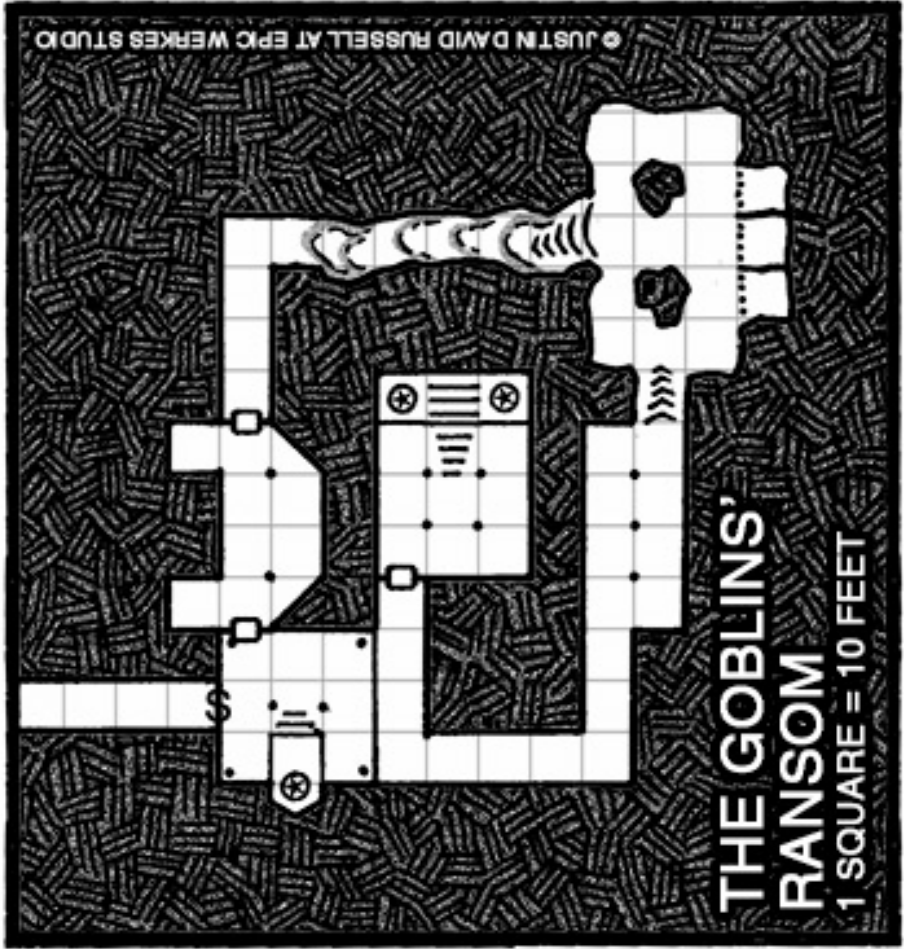
Once past the butcher birds, the complex within contains the bodies of three prominent ancient petty kings that once ruled the area, in a time when savage chieftains commanded fierce tribes of bronze-wielding warriors. The three brothers ruled three separate regions of the land. They decided that divvying the realm up and ruling jointly was better than throwing their father's domain into chaos with civil war. The brothers were proud people, great heroes that earned much renown for themselves and their deeds. They are seated in separate chairs inside alcoves in the heart of the complex, the eldest brother seated higher than the others, each wearing the armour and weapons they bore in many countless battles during their storied lives. The large cave was used as a ritual cleansing chamber and as a resting place for the father of the three brothers. His body, once located in a now opened and damaged sarcophagus, however, has long since been robbed, his bones scattered. Traps and monsters prevented further exploration by other would-be explorers.



The Goblins' Ransom

Hook: Recently, the son and daughter of the local lord and lady have gone missing. Goblins have actually approached the town gates, stating they have the siblings. They made their demands, promising to return the children, if the ruling family pays them a handsome reward. Not believing the monsters' claims, the lord and lady are discreetly searching for mercenaries to help them recover their children.

Details: In the crypts beneath an abandoned graveyard near a burned out portion of town, goblins have taken up residence and carved out a room specifically to hold prisoners. They do not intend to spare the children, They intend to take the money and kill the boy and girl. There is a time limit on this adventure. Secrecy and strategy are also necessary, to ensure the goblins don't get wind of the character's intentions.



The Secret of Keth

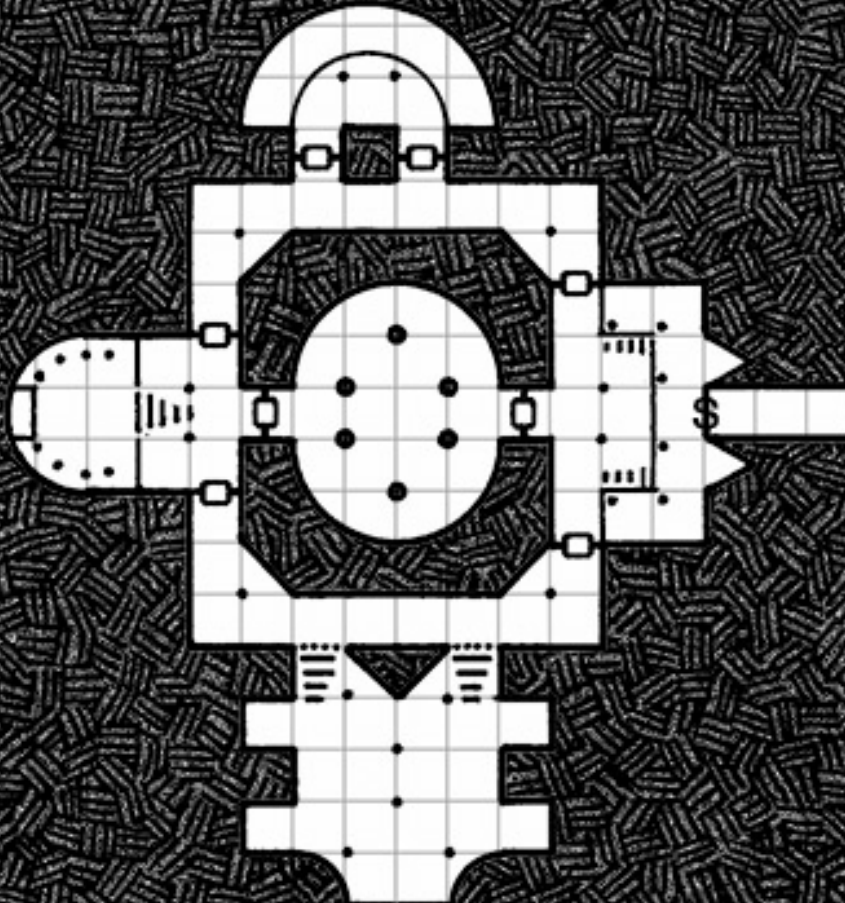
Hook: A rumour has been circulating that the wizard, Keth, has gone missing and that his complex is now available to plunder. None are quite sure what Keth's degree of power was, or how old he was, but they knew the man had hired countless mercenaries to search for gems and other minerals for his experiments. Many claim that a wealth of treasure lies within the wizard's home, somewhere.

Details: Keth has not gone missing. He has been transformed. His experiments included alchemical work to animate physical matter, particularly gemstones and crystals. He wanted to make creatures that would serve him unconditionally. He believed crystals could better handle the magical energies, so his creatures were all crystalline in origin.

One of his experiments backfired and his body was consumed by the explosion. However, his mind was transferred to all of his creations. They are now his body. He seeks to find a new host body, and protects his home, ruthlessly, with all of his creations, until he can find the answer to his dilemma. Those visiting him may become subjects for his new experiments.

THE SECRET OF KETH

1 SQUARE = 10 FEET



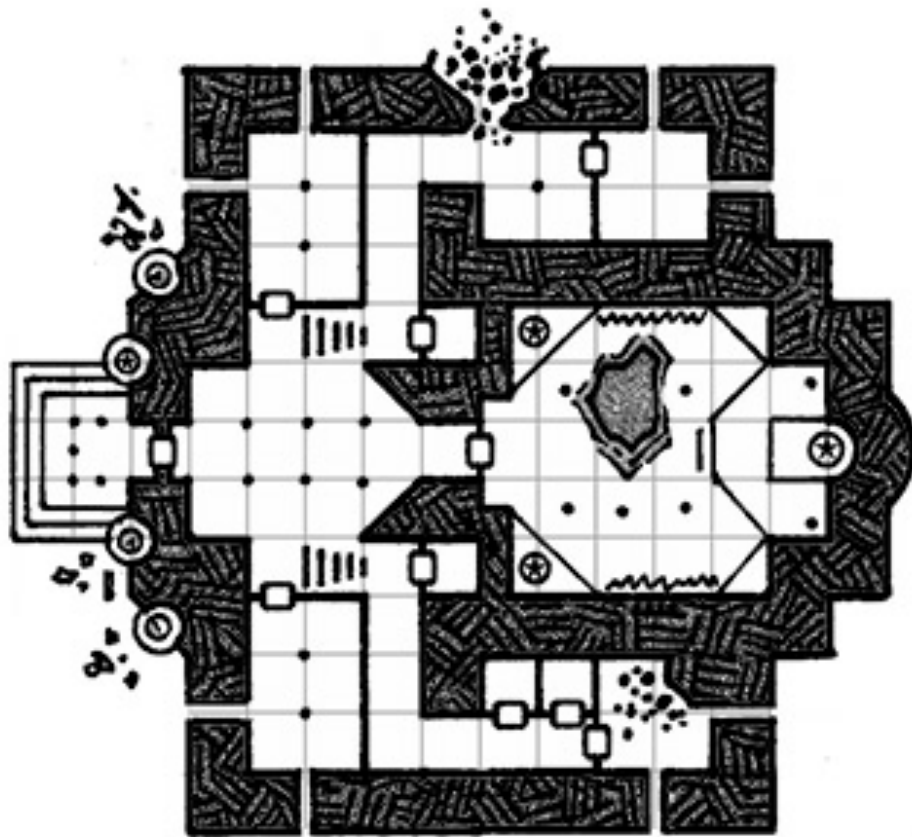
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The Abandoned Temple

Hook: Crumbling and forgotten in the forests near the edge of the wilderness is a temple dedicated to the God of Law. It is one of the only extant structures that remain in the great ruins of the city that lies sprawling around it. The temple's thick walls and stout construction are of dwarven origin. It was a gift to the king of the once powerful city. Local lovers like to visit the temple to make vows and profess their love for one another. Adults caution that the area is wild and should be avoided, but the young never listen.

Recently, an adolescent man came barreling into the village, scratched and cut from wounds he says came from the weapons of strange, grey-skinned men of small stature. The creatures came up through a large hole in the temple floor that had not been there the last time the couple visited. They took the young man's betrothed. The youth was barely able to escape with his life. The locals are torn on the truthfulness of the lad's story. The girl's parents blame the young man for not trying to rescue her, while the local constable is more concerned with the implications of such a threat existing on the edges of the community. There are but a handful of militia-men that can investigate the claims, and the constable prefers for them to remain in town, should the village suffer an attack. He wishes to hire mercenaries to look into the threat, and report back on the matter.

Details: Evil dwarves have tunneled their way up from their underground realm. They intend to attack the local village and keep the girl prisoner for awhile, before sacrificing her to their god. The dwarves want to cause mayhem and destruction to the surface dwellers, and take what goods they can. Currently, they have set up camp in the old temple. They are using it as a base of operations.



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THE ABANDONED TEMPLE

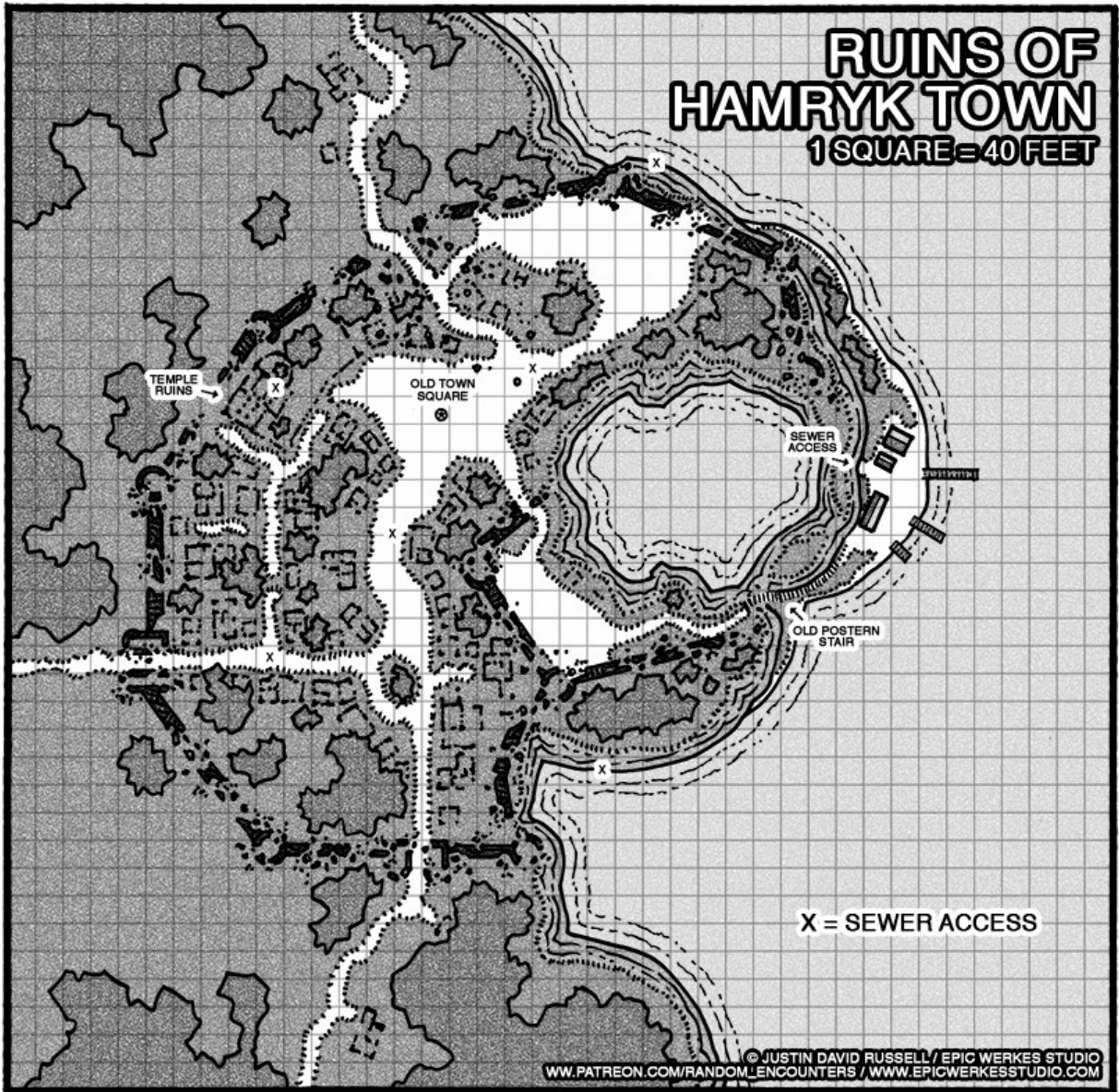
1 SQUARE = 10 FEET

Ruins of Hamryk Town

Hamryk Town was once a thriving coastal settlement. However, many years ago, it was destroyed by a monstrous army commanded by a petty god. The god rallied his forces from the wilderness and his own realm, the Outer Plane of Chaos. The North Gate was completely blown apart. In the ensuing combat, the town was utterly destroyed. Once the castle fell, the god raised it up into air, ripping it free of the earth to float high above the town. The townsfolk, unfortunate victims of the assault, were raised up by the god to wander the settlement as wardens. Chaos beasts and other foul denizens of the Outer Plane also wander the moldering labyrinth of ruined walls and overgrown pathways.

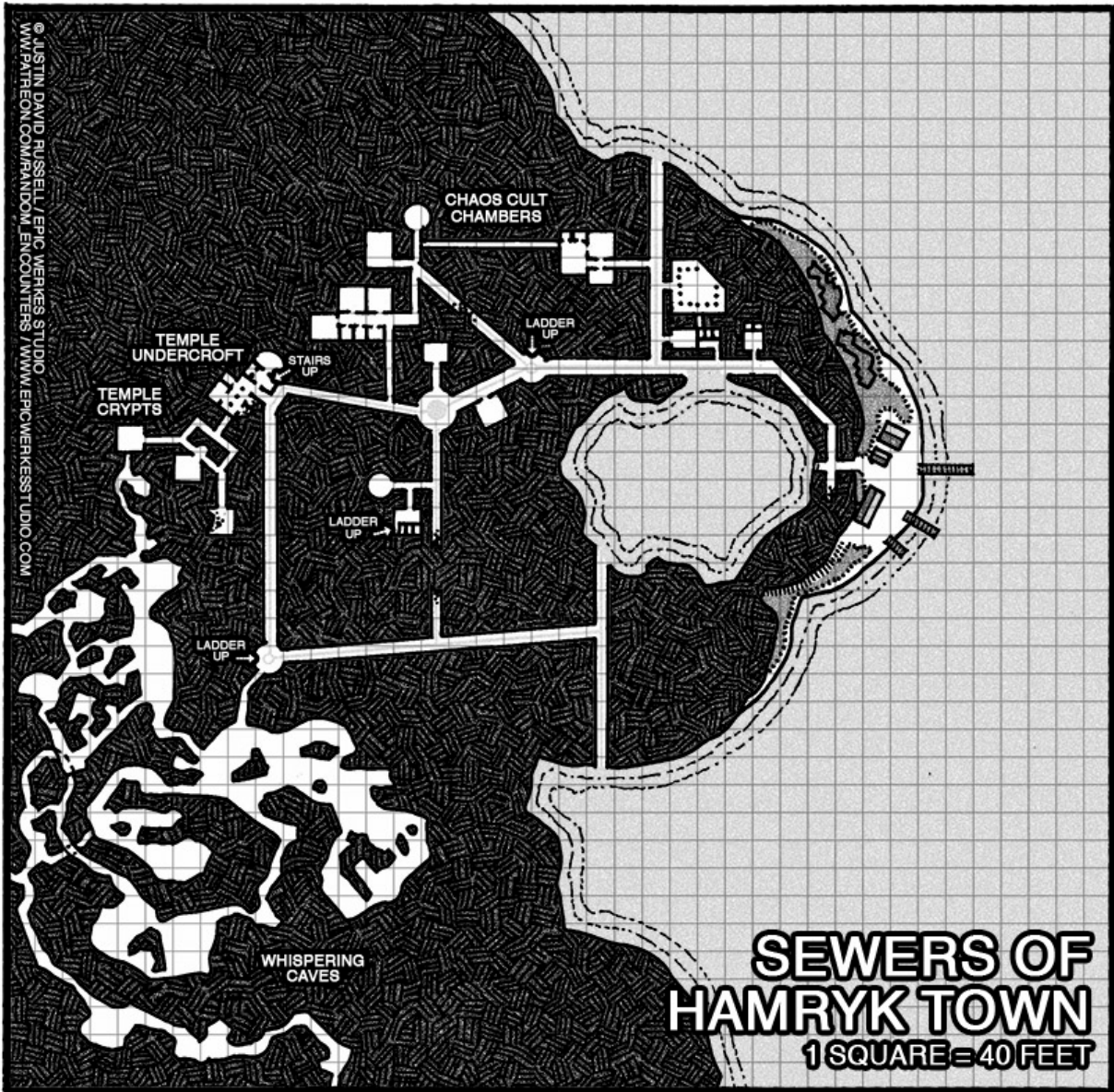
Human and humanoid followers of the god live in the sewers, maintaining an active trade relationship with nearby Chaos sympathizers (bandits, goblins, giants, etc.). Eventually, the god will attempt to fly his castle to other lands and mount assaults on the nearby states.

Can the god be stopped before his power becomes uncontested? There are two more maps coming for this 'set,' the Sewers and the Floating Castle.



Sewers of Hamryk Town

Beneath [Hamryk Town](#) are the mostly-intact sewers that were used during the settlement's most active days under the service of Law. Tidal waters still flush the canals, and run-off still drains, in places, from the now-ruined flagstone pavement above. Today, the sewers serve as a hideout for the cultists that operate under the instruction of the petty god floating high up in his crumbling castle. An order of Chaos knights, and dedicated priesthood, create an organized martial force that keeps the god's less organized monstrous forces in check.

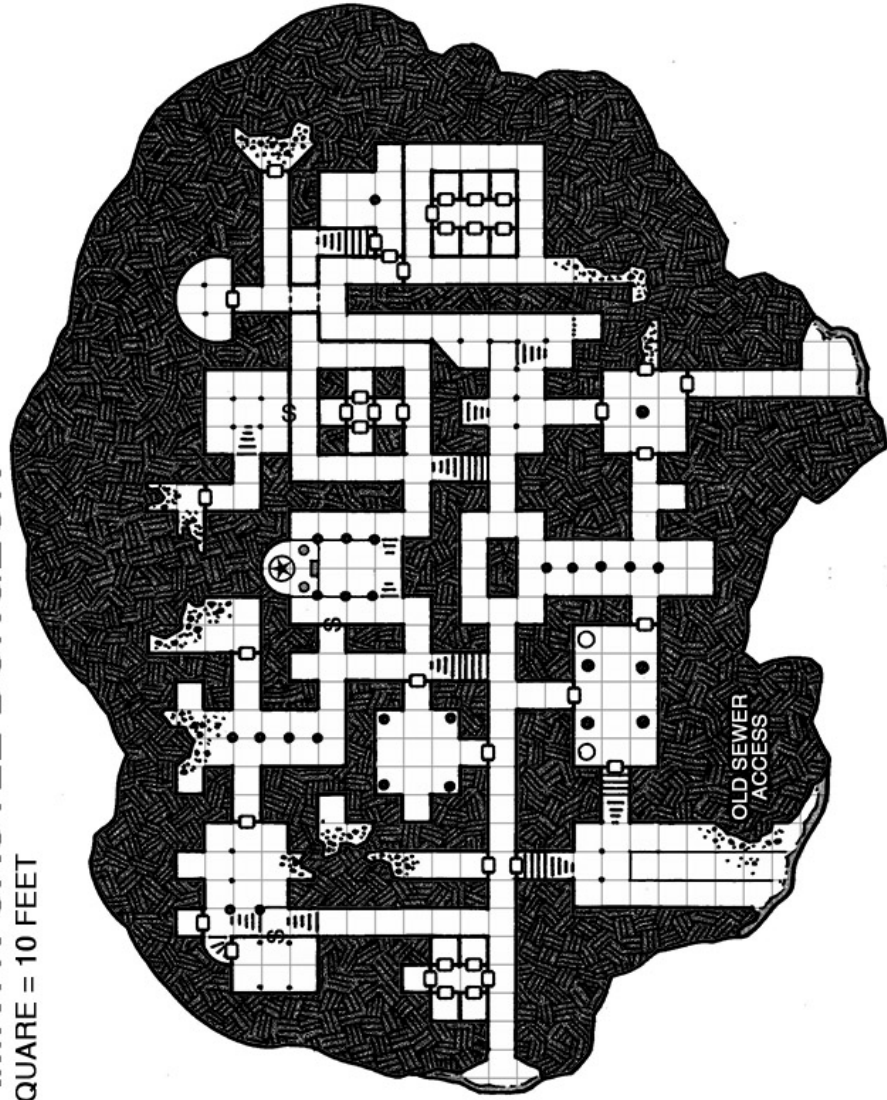


Hamryk Castle Dungeon

Floating high above [Hamryk Town](#) are the ruins of Castle Hamryk perched upon a large, craggy piece of land. The petty god that destroyed the town used his magic to wrench the place from the very earth and suspend it in the sky as his personal palace and sanctuary. Flying demons and Chaos knights astride demons steeds come and go from this level and the levels above it.

HAMRYK CASTLE DUNGEON

1 SQUARE = 10 FEET



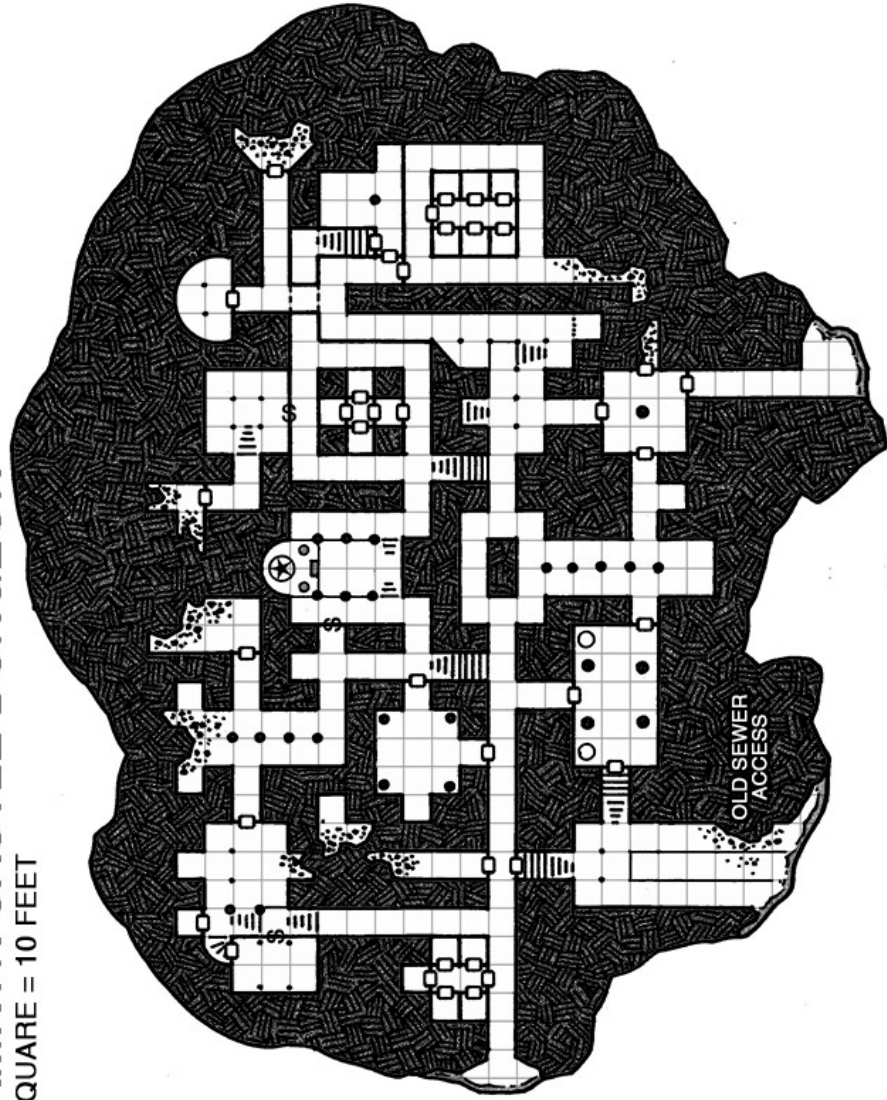
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Hamryk Castle Ground Level

Above the [dungeons of Castle Hamryk](#) lay the crumbling ruins of the castle, itself. Much of the structure was damaged when the demon god of Chaos lifted it into the sky, but the central areas remain mostly intact and unchanged, despite some stress fractures and loose stones. The Lord's Tower, a tall guard and watch tower that once dominated the castle and town, was heavily damaged. Its upper level has collapsed and litters the ground around the base of the tower. The only access to it is via a bridge from the Keep. A main, central hall serves the petty god as an audience chamber and throne room.

HAMRYK CASTLE DUNGEON

1 SQUARE = 10 FEET



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Tomb of the Star Maiden

Centuries ago, a meteor struck the earth in the mountains near a land of savage warrior clans. One clan's shaman visited the mountains to investigate the meteorite. What he found was a strange flying chariot, made of silvery metal, half buried in the face of a mountain. Suddenly, a door hissed and opened out, becoming a wide ramp. A woman in silver, wearing a large, clear, cracked helmet stumbled from the opening, surrounded by sparks and sounds the shaman had never seen or heard before. The woman collapsed at the shaman's feet. Taking her back with him, the old man brought her to his village.

Once she was healed, the beautiful woman woke to find herself in a strange land, and the subject of religious fervour. The woman eventually came to lead the clan that discovered her. She told them some of the secrets of her people, instructing the clan smiths in how to work the metal that made up her chariot. She even commanded a strange, lightning-like power, all on her own. Armed with superior armour and weapons, victory followed the Star Queen and her army wherever they went. Her victories unified the land, until, by the time the woman died, the clans and surrounding lands had become part of a vast empire. Once the Star Maiden, then the Star Queen, and finally the Star Empress, the stranger from the sky began a dynasty that would last for many millennia.

After her death, she was returned to her chariot, entombed within a strange, clear chamber. Before she passed, she said she would return one day. In the absence of the Empress, the Star Empire flourished for a long, long, time, but eventually failed and collapsed.

It has now been many thousands of years since the Star Maiden died, most of the Empire's wealth and technology has been lost, and the state she had known is now long gone. All that remains are legends carried on the lips of the world's storytellers. Even the magic within the chariot is fading, and the Empress is about to wake, made young and rejuvenated by some of the last surviving sorcery of her people...

TOMB OF THE STAR MAIDEN

1 SQUARE = 10 FEET

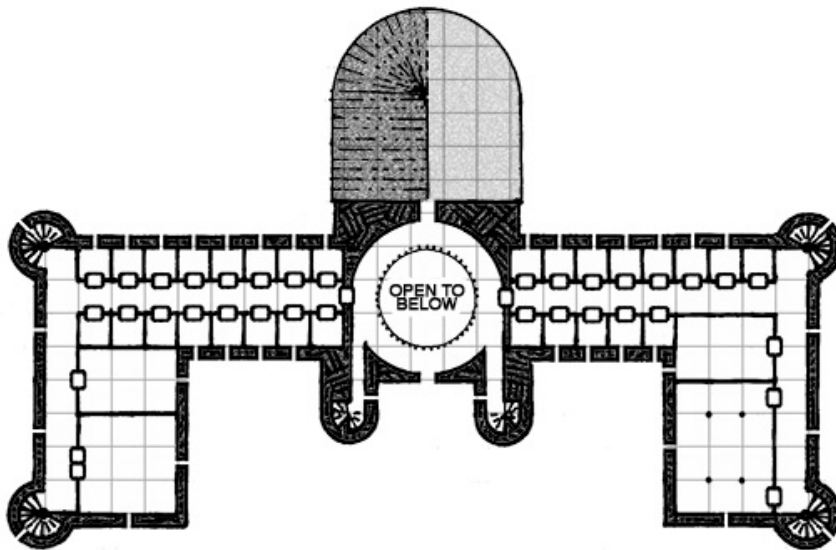
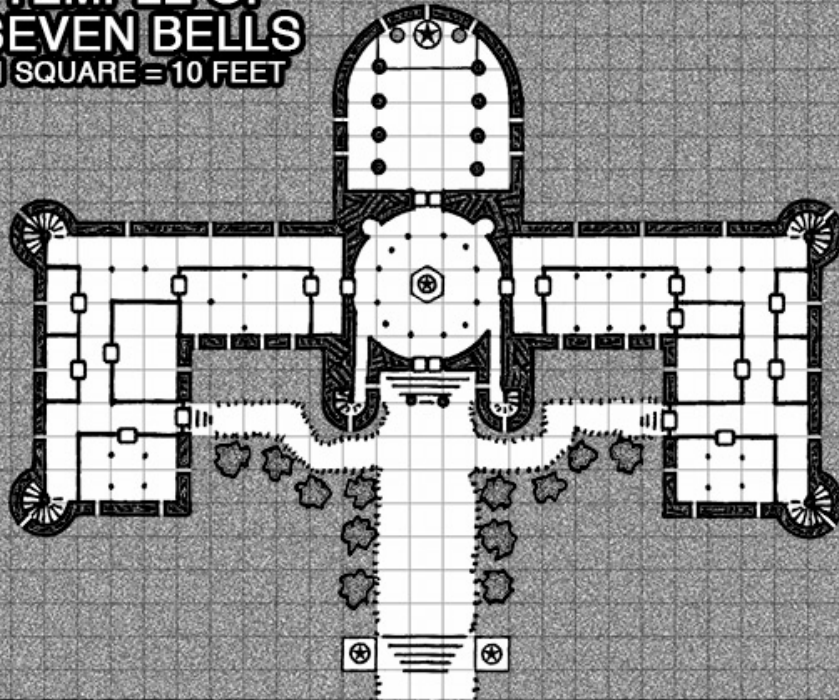


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Temple of Seven Bells

The Temple of Seven Bells is named for its seven bell towers: two on either wing, two flanking the entry, and one over the rotunda. The temple is located in a border community plagued by bandits, warlords, and monsters. After countless assaults, a priest of Law decided to construct a temple that would serve as both a warning system and holy remembrance. The entry bells are rung throughout the day, on the hour. The four bells at the corners of the wings are rung on special holy days. Only when danger is imminent is the giant bell in the rotunda rung. Two alcoves on the first level grant access to the ropes that operate the bell. The entry bell towers provide roof access so the priests can maintain and fix the bell over the rotunda. The warning bell's sound is so great that it can be heard for miles, warning the peasants and free farmers that it is time to get within the safety of the town walls.

TEMPLE OF SEVEN BELLS
1 SQUARE = 10 FEET



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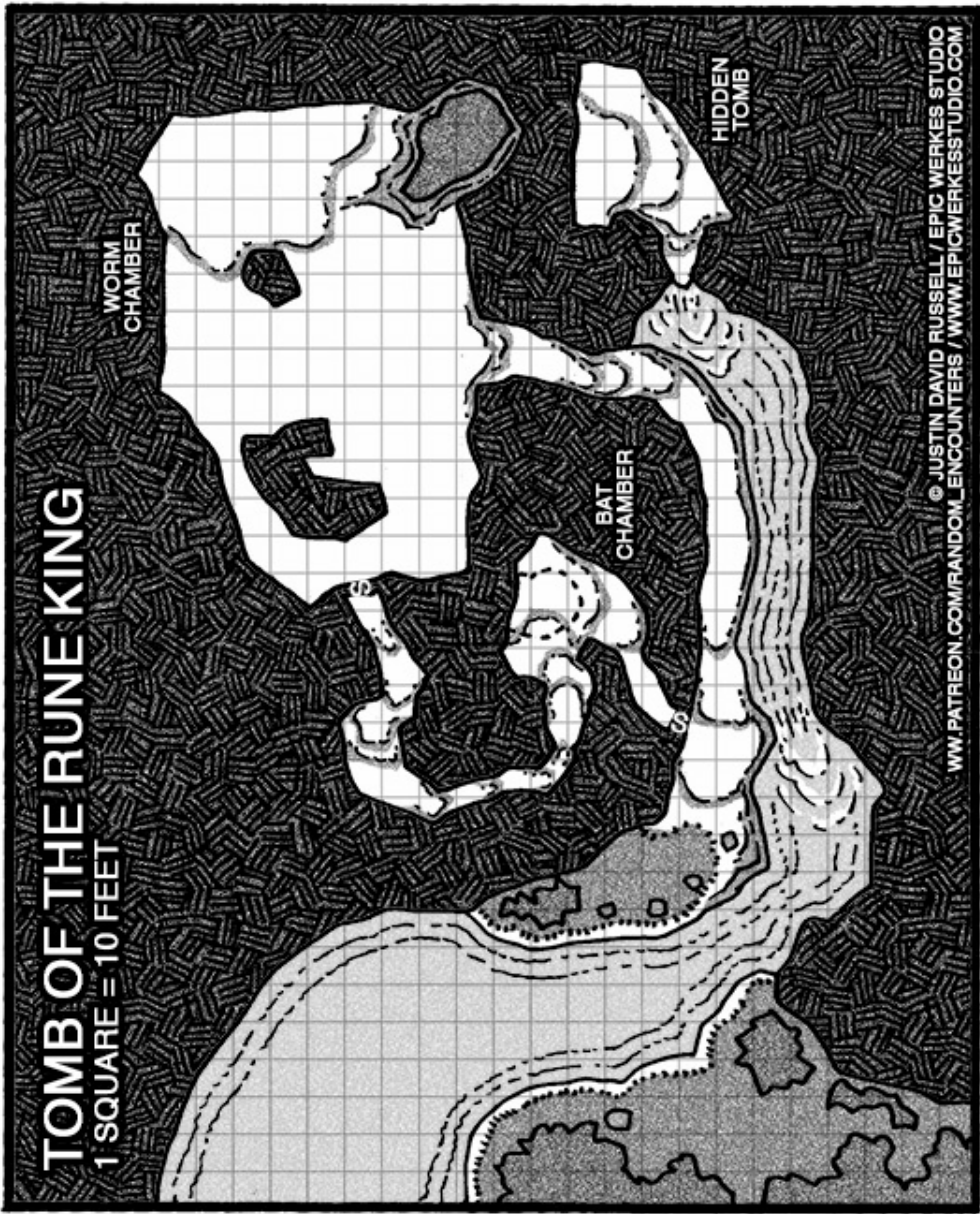
Tomb of the Rune King

Hook: A well-known cave in the wilderness is said to have been sacred to an ancient people. Rune stones and a monolith mark the site. No one really knows what the stones say or mean, but superstition, and a lonely old wizard living in the cave system, keeps anyone from entering, though no one has seen or heard from the wizard in some time. He ordered some supplies, but when they were delivered and left outside the cave, no one was there to receive them. Curiously, small earthquakes have been felt lately, but no one knows what they mean.

Details: The markings denote the location is a tomb. Long ago, a warrior king died and was buried in a cairn in a cave behind a waterfall. His weapons and armour and a selection of his treasures were interred with him. The stones at the mouth of the cave, and the inscriptions in the tomb chamber, detail the life of the king.

Over the years, bandits and others have used this cave system, too. The most recent inhabitant, a wizard, lived in a secret chamber and made secret entrances that lead to it. Ironically, he never learned of the tomb hidden behind the waterfall, until just recently. There are notes in his chamber, but many of his belongings have been ruined by a recent cave-in and bat guano from the cave's newest residents. Attentive players may find a note saying that the wizard discovered the tomb, and was just about to excavate it.

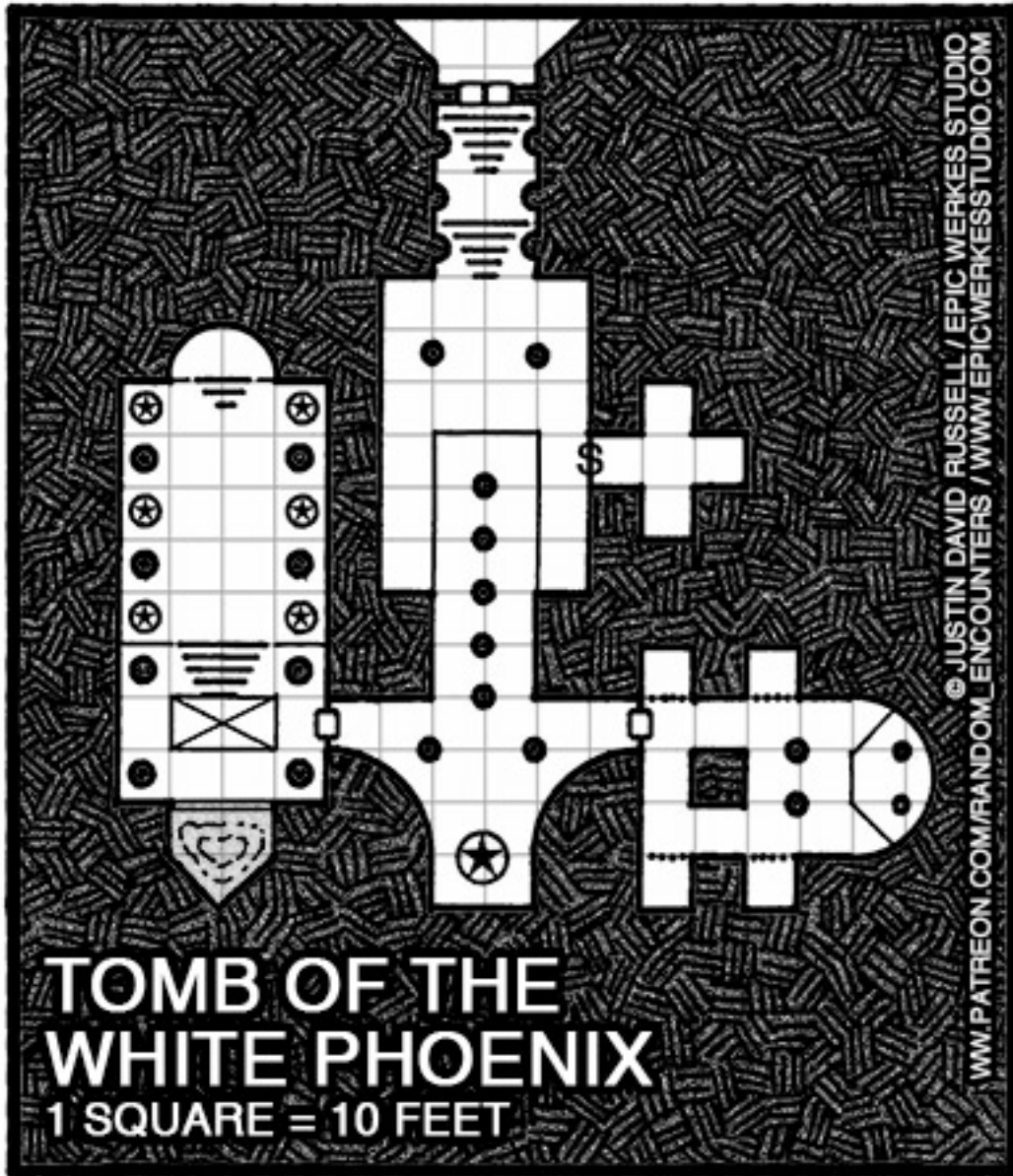
Of course, before the wizard could do so, a giant green worm tunneled into the main chamber and ate him. The worm is still nearby. It is the source of the earthquakes the locals have been feeling.



Tomb of the White Phoenix

Many years ago, a woman warrior priest, named the White Phoenix, commanded a small order of female monastic knights that grew to great renown in the realm. They were dedicated to the protection of the region in which they operated. They had small shrines and temples, but no real home. They relied on the hospitality of others as they traveled through the land, looking for injustices to correct. Toward the end of the White Phoenix's life, the new King desired her to become his personal guard and police the lands the way he wanted her to; to impose his tyrannical will. She refused, stating that was not the will of Law. From that moment on, the White Phoenix found herself an outlaw. Most of the citizens supported her, and for many years hid her and her followers out in secret locations. Unfortunately, all of her order was destroyed, and she was killed in a humiliating public execution. But the act sparked a rebellion that eventually saw the Tyrant King deposed, executed, and a new order of Law established.

Before the rebellion that ended his life, the Tyrant King spent a few years looking for the treasures the White Phoenix had gathered during her life, but those faithful to her hid them away in a secret tomb with protections and blessings to deter any thief. The location of the tomb has since been forgotten, but there are obscure and forgotten scraps of knowledge that might reveal it...

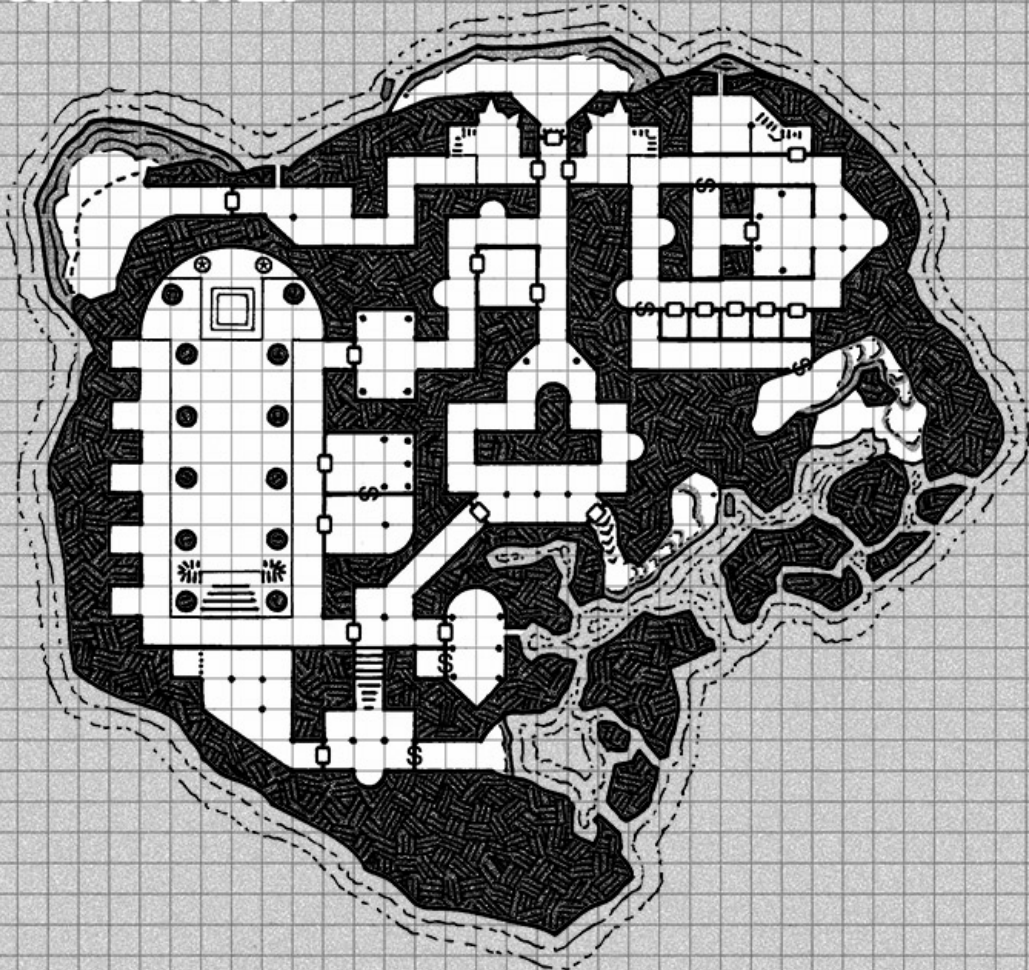


Island of the Hydra Men

An island in the Lake of Lost Dreams is home to strange, many-headed reptilian humanoid species. They are the remnants of a people that dwelt in the lands during the earliest days of the world. These Chaotic monsters waged war with the more Lawful people of the world, time and time, again. A decisive battle in which the entirety of the reptilian empire fell nearly wiped the hydra men from the face of the planet. However, a small faction did escape, and they have fled to the Lake of Lost Dreams to nurse their wounds and prepare for the return of their once great empire..

ISLAND OF THE HYDRA MEN

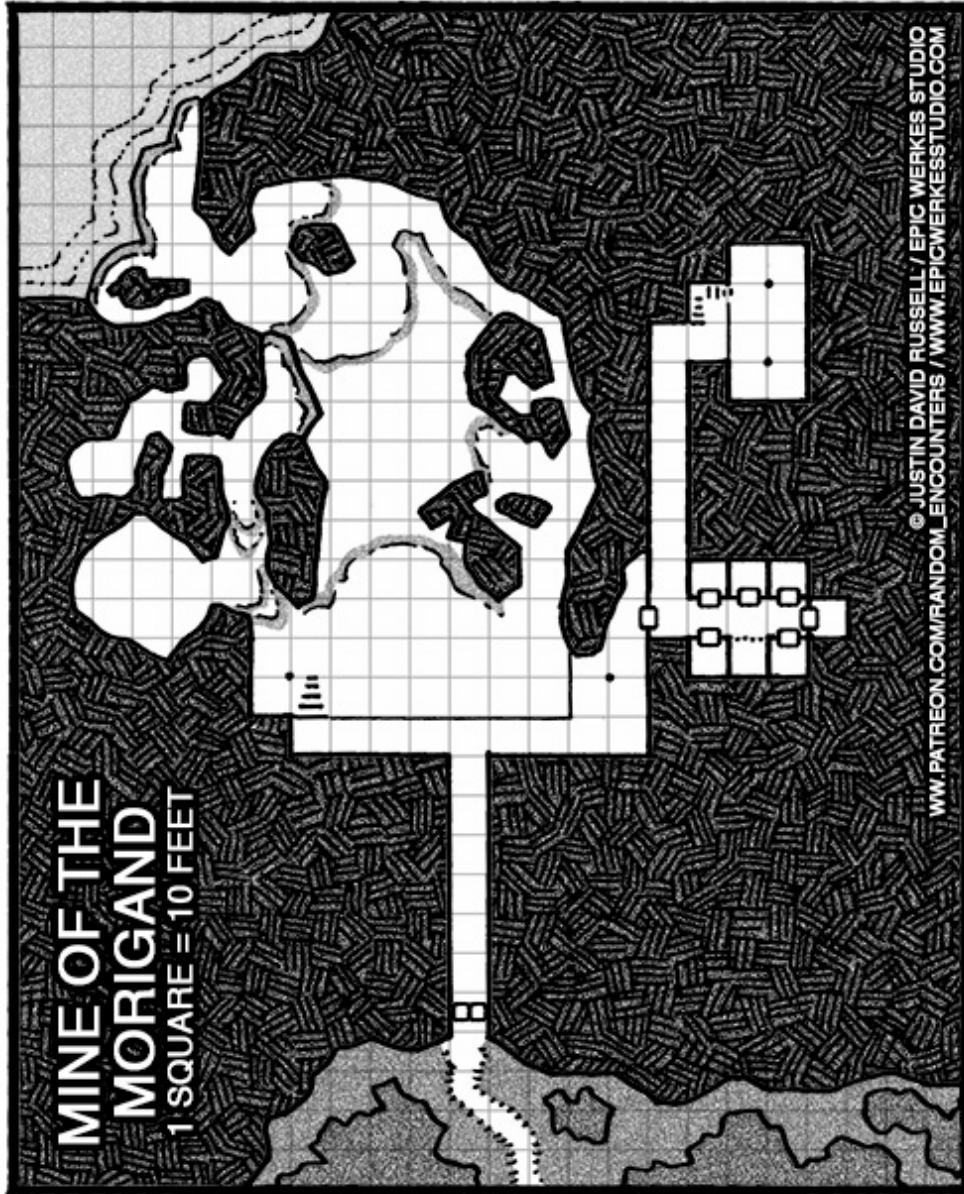
1 SQUARE = 10 FEET



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Mine of the Morigand

Dwarves once operated a small mine in the Deep Hills. However, two centuries ago, a hag-like creature called the Morigand infiltrated the mine and slew the dwarves. She commanded the dead miners, turning them into undead monstrosities to guard her new home...

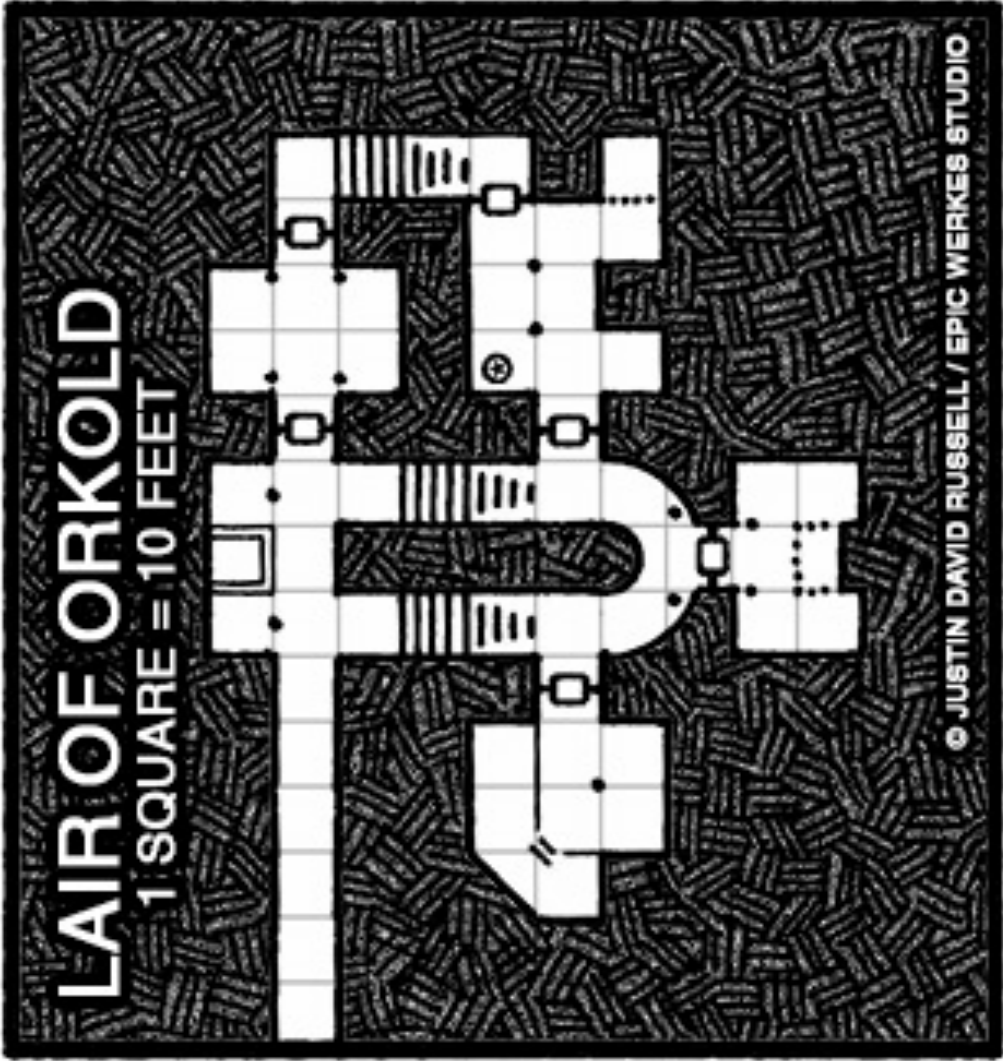


Lair of Orkold

Hook: Locals know that there is a tomb in the forest, though no one ventures there because a large, aggressive bear guards the forest in the region. Hunters have been killed, though some have survived. Most people and animals are scared away by the mere smell of the creature. The forest the bear lives in is littered with the bones and leavings of the animals and people it has eaten.

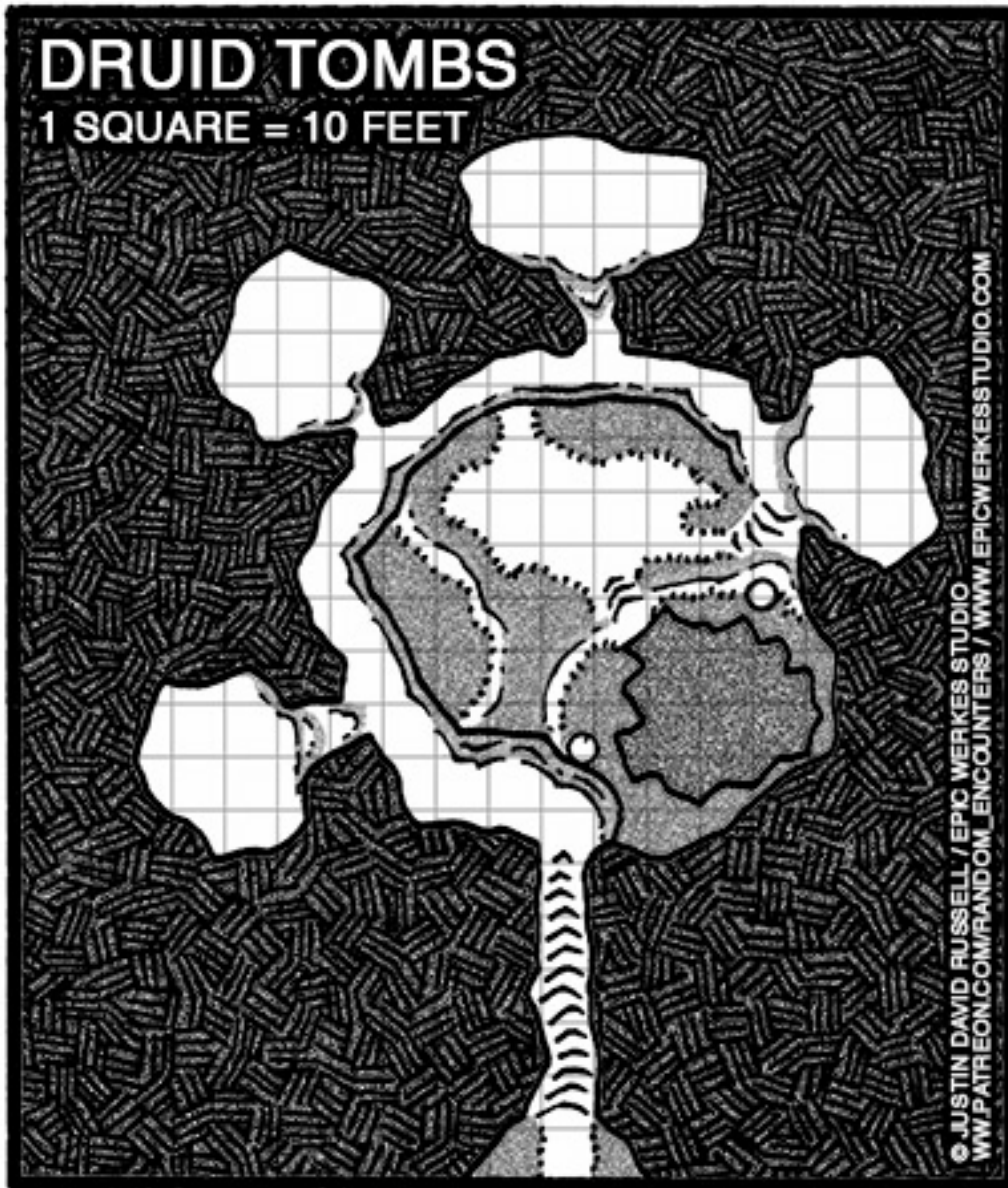
Details: The bear living in the forest is the bandit, Orkold. Orkold was cursed by desecrating the tomb. He now lives in it, treating it as a lair.

The tombs are the resting place of the long dead warrior king, Zeo the Bear. Zeo is using Orkold to protect his grave goods and body from further desecration. He has done this several times over the years. The forest is littered with countless bones, old and new, from lifetimes of death.



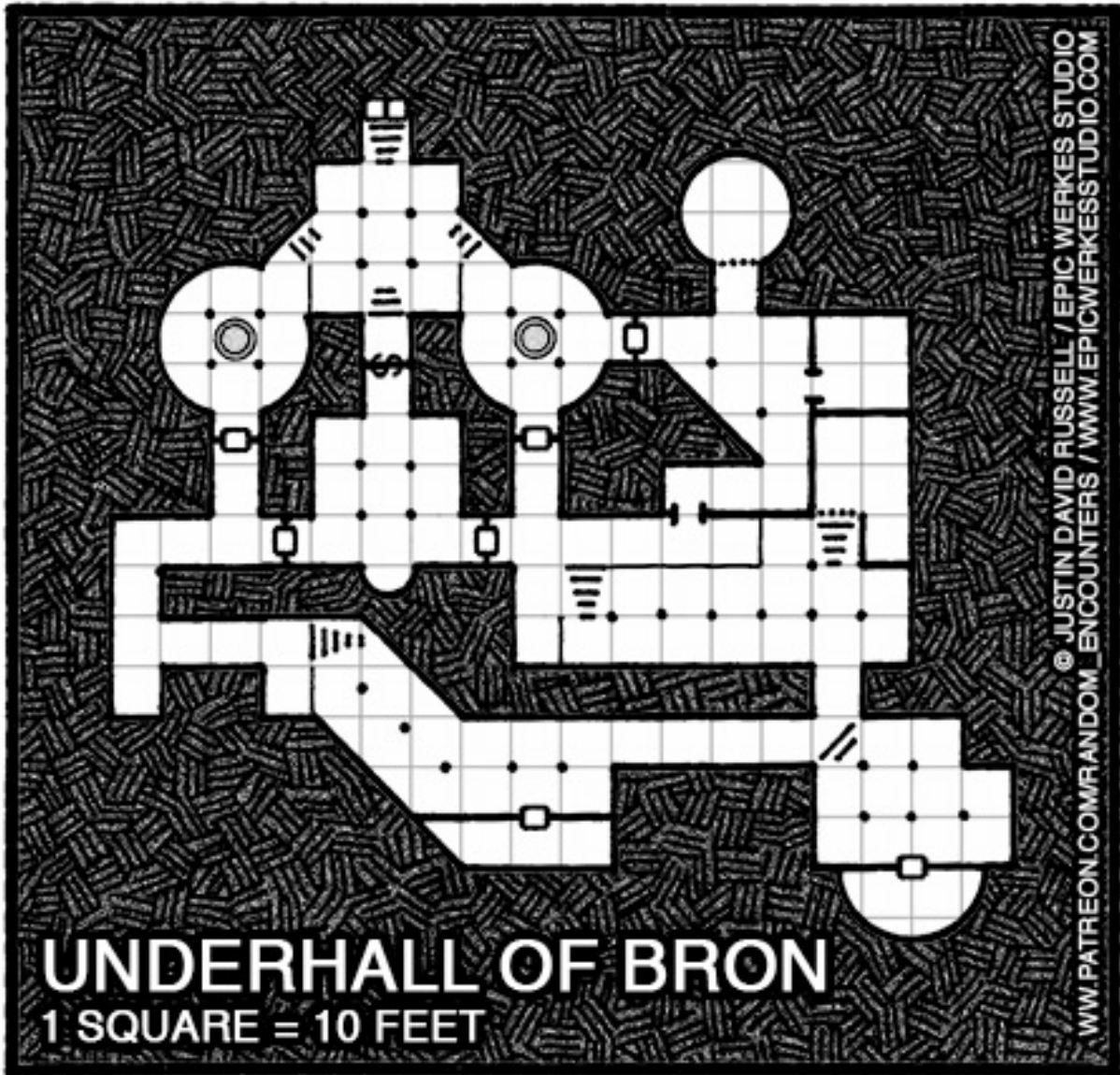
Druid Tombs

Through a narrow cleft in the rock that is open to the sky, one may descend a rough-cut flight of steps to a natural courtyard dominated by a large oak tree. The tree is flanked by large granite braziers. Openings in the rock follow a gently sloping ledge that follows the outer rim of the courtyard. The openings lead to small caves that serve as burial chambers for a group of druids that once used this sacred location as a centre of worship and secret gathering place. They have long since died, but the tombs remain, and the large, gnarly tree that served as a shrine still grows strong and tall...



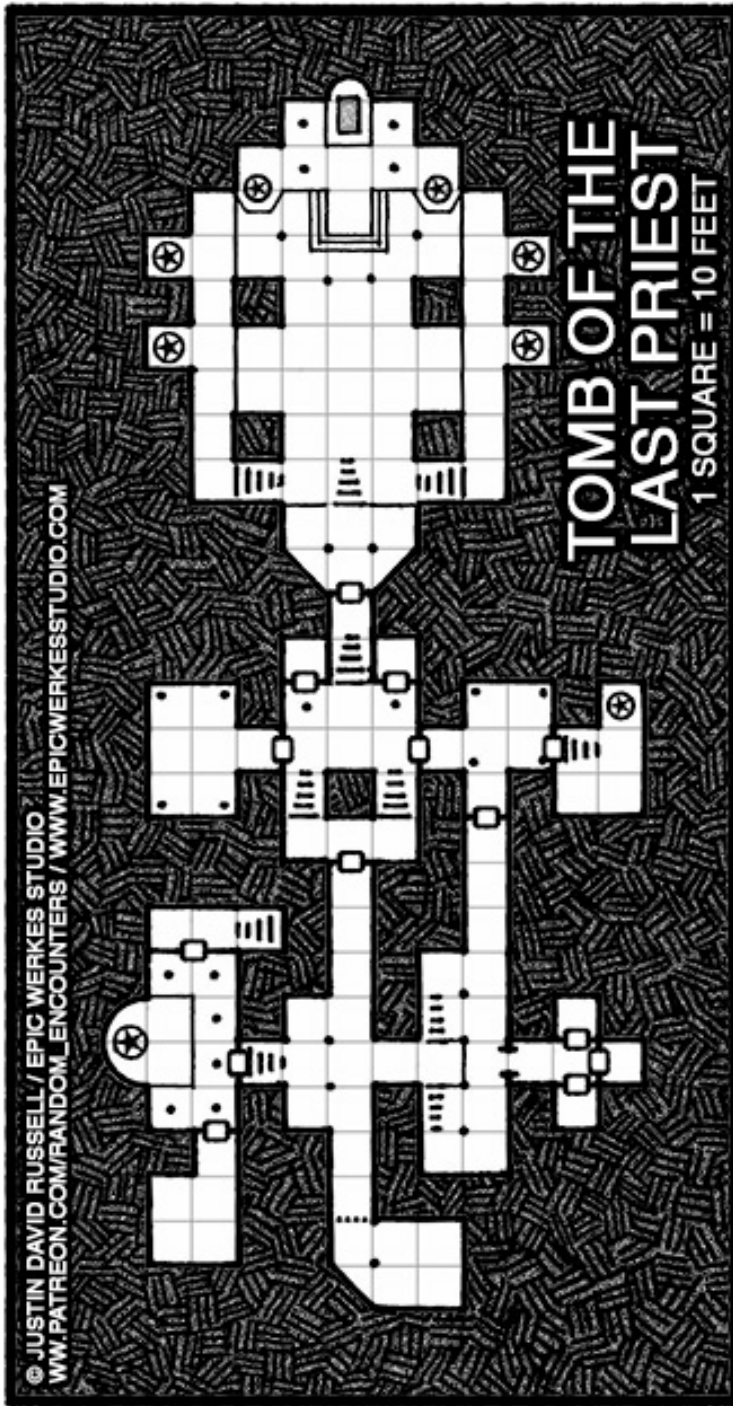
Underhall of Bron

Bron was an elf lord that secretly worshipped the forces of Chaos. He built for himself a hidden complex in which he could experiment with unholy powers and rites. Eventually, Bron's secret was discovered and he was exiled from his home. After his exile, Bron was so distressed that he took his own life, but used the effort to curse the elven realm. A horrible disease swept through the elven forest, killing many innocents. Now, the forest lies abandoned, as does the unhallowed Underhall of Bron...



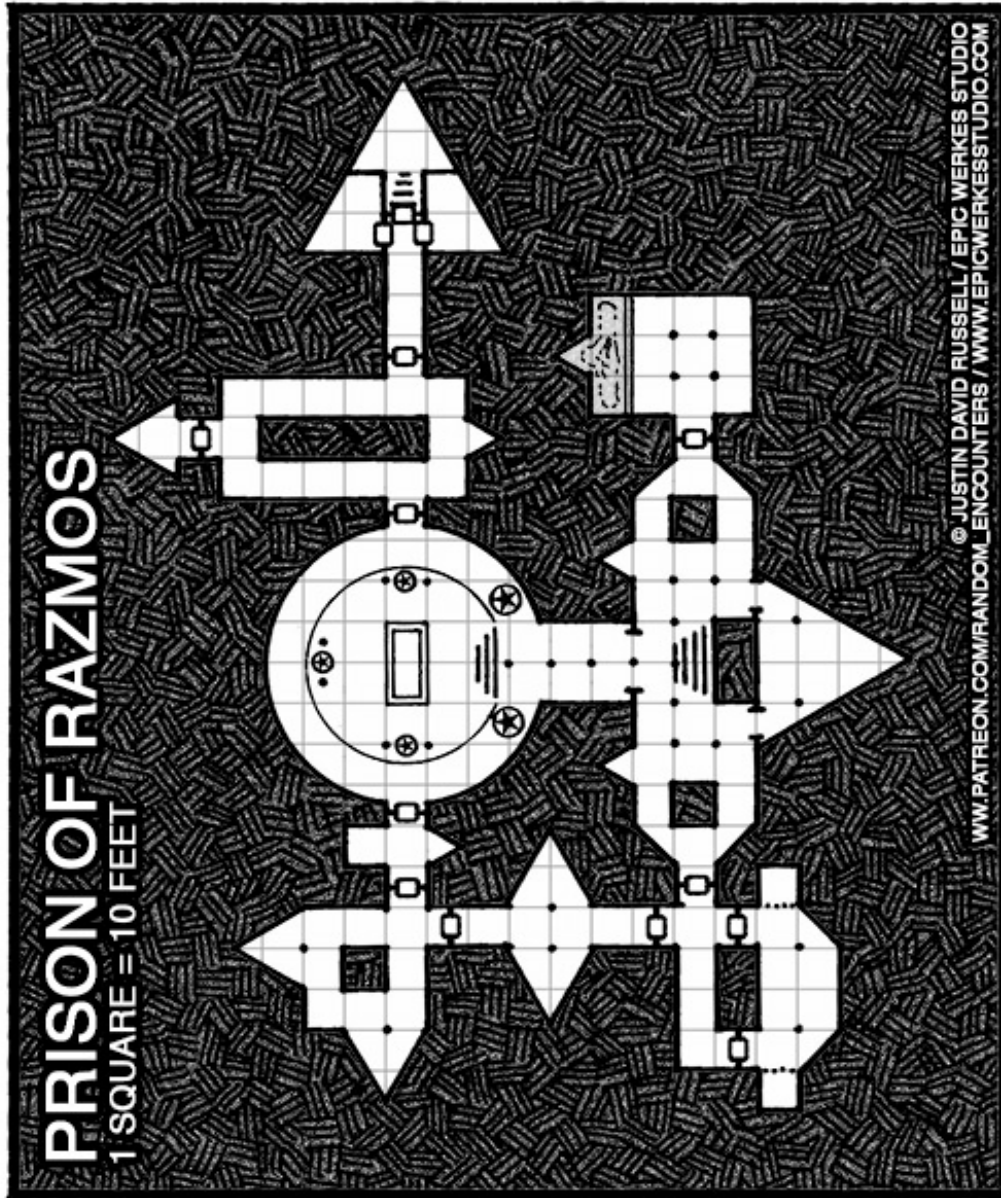
Tomb of the Last Priest

Accessible from the Necropolis of the Sacred City is the Tomb of the Last Priest. Interred within the tomb is the body of Coris the Pariah, a priest that died nearly 300 years ago. Coris was the sole survivor of a group of healers that decided to stay in the city's slums. The Duke ruling the city quarantined the area, trapping the priest and most of the homeless and poor. Any new diseased were exiled to the slums throughout the epidemic. Coris eventually succumbed to the sickness. His order built an elaborate tomb and placed him inside of it, honouring his sacrifice, even though they themselves were unwilling to aid the man in his efforts. Now, centuries later, Coris's restless spirit wishes to destroy the hypocrites that imprisoned him. He has been stewing in his sepulchre for centuries, a restless ghoul that has been bound by powerful blessings. Finally, Coris's feelings of animosity toward his old order has broken the bonds that contained him...



Prison of Razmos

Razmos was a Chaosman, a bandit king of great prowess. He aided the Chaos Princes against the Lawful Southern Kingdoms in the fourth Chaos Crusades. Razmos, was unlike most other men, however. He was not even a man. He was a dragon disguised as a human. His power and skill were unparalleled on the battle field. Most thought he was blessed by the Chaos god. During the last days of the crusade, Razmos changed into his true form after he was surrounded by enemies and his forces were all but destroyed. He was slain by Lawful soldiers before his transformation was complete, though he still returned to his dragon form, moments later. His body was dismembered and parts of it were scattered or destroyed. His heart, however, was stolen away by the Chaos Men. They were able to capture their champion's soul inside of it. However, they were ambushed by Lawful priests, and the heart was taken. It was discovered that nothing could harm the organ, so it was eventually sealed into a large sepulchre in a remote tomb in the mountains. Razmos now longs for freedom. He will attempt to dominate anyone that touches his heart.

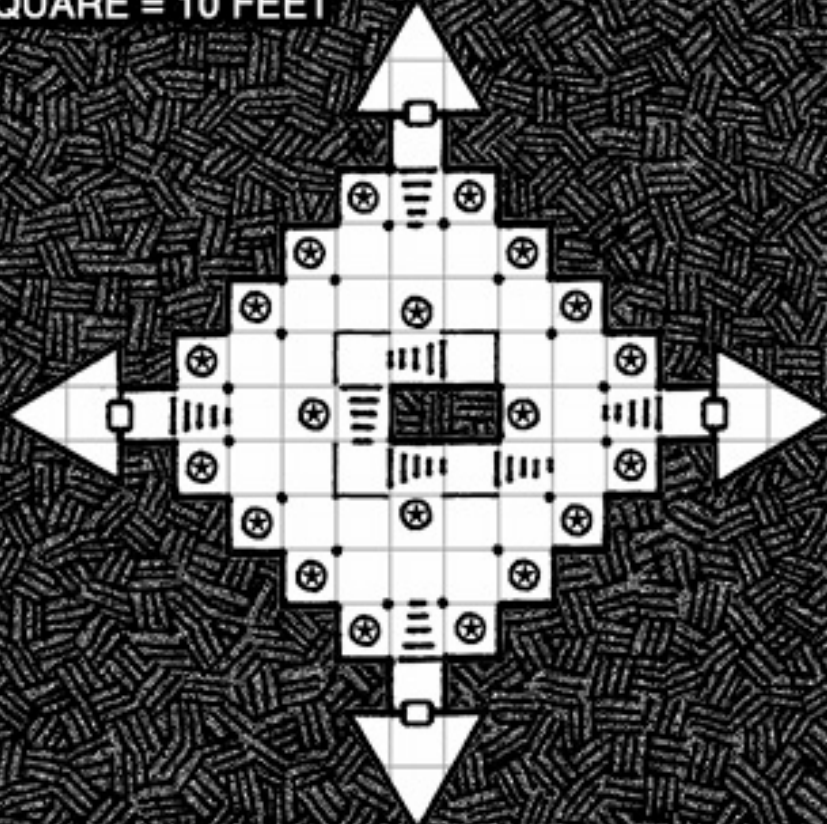


Tomb of the Four Winds

A Chaos Man wizard's apprentice, Zor Thul, once found a way to command the four winds through one of his master's books. However, the young wizard quickly lost control of the raging, willful winds, and they nearly destroyed the city. Zor Thul's master returned and contained the wind spirits, but even he was not powerful enough to send them home. He, instead, sealed them in copper urns that he placed in a special complex, each in a separate chamber associated with a cardinal direction and its corresponding wind.

TOMB OF THE FOUR WINDS

1 SQUARE = 10 FEET



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The Sacred Gardens of Llendyl

Llendyl was the beloved of the Great Sheikh of the Sighing Sands. She was a woman of the West, a princess of great beauty traded to the Sheikh to become one of his many wives. Llendyl was strong-willed, however, and refused to relent to her new husband. The Sheikh nearly killed her on several occasions, but he feared for the ramifications of such an action.

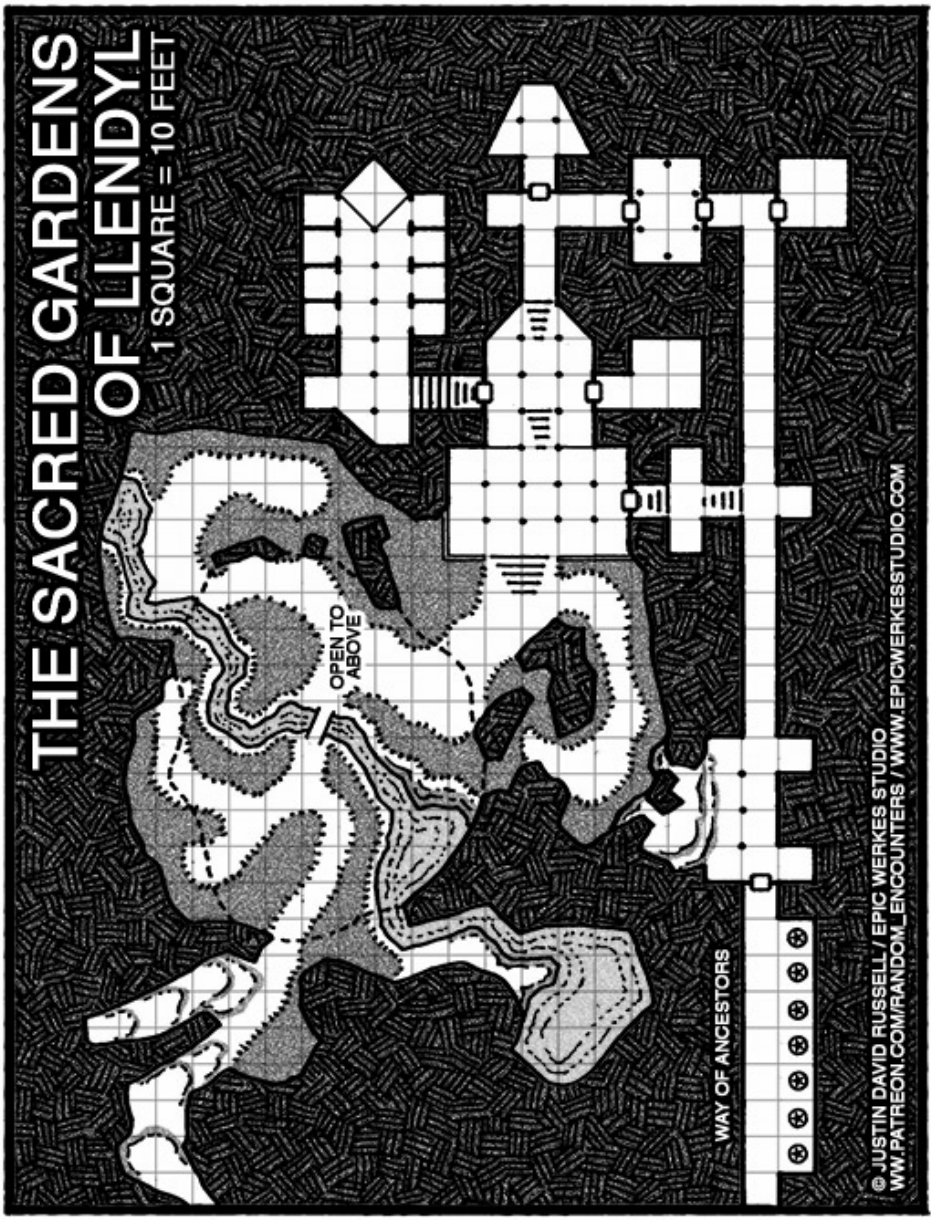
Llendyl longed for her beloved and the forests of her homeland so much that the Sheikh used this to his advantage. He knew he could not conquer her spirit, so he had his court wizard create a magical garden full of all of the wonders of the West, though on a much smaller scale than what Llendyl was used to. It was all contained within a cave adjacent to the Sheikh's family tombs.

The Sheikh thought himself clever. He hoped the act would redeem him in the eyes of the young woman, but she slowly withdrew from court life, until she spent all of her time in the garden. Furious, the Sheikh sealed her into the lower complex, thinking that if she loved the place so much, and could not stand his company, she should be forced to spend her entire life there.

Llendyl spent many weeks strolling through her garden, tending to the various plants and animals, growing more and more depressed by the day. She desired greatly to see her home and her beloved. The court wizard would visit Llendyl often, bringing her food and water and wine, when she needed it. One day, he found her collapsed under an old willow. She refused to wake. Taking pity on her, the wizard turned her into a Western bird, a nightingale, and let her fly up through the opening in the cavern, out to the sky where she disappeared. He placed in Llendyl's heart the direction of her home, so she would not get lost. Llendyl spent the rest of her days with her beloved, as a faithful and constant companion, singing him songs with her new voice. The songs always brought a tear to her lover's eye as he tirelessly worked his lord's land.

The old wizard maintained the garden by himself, and often wandered there to think and consider what counsel he would give his master. And he often thought of Llendyl, and if she ever made it home...

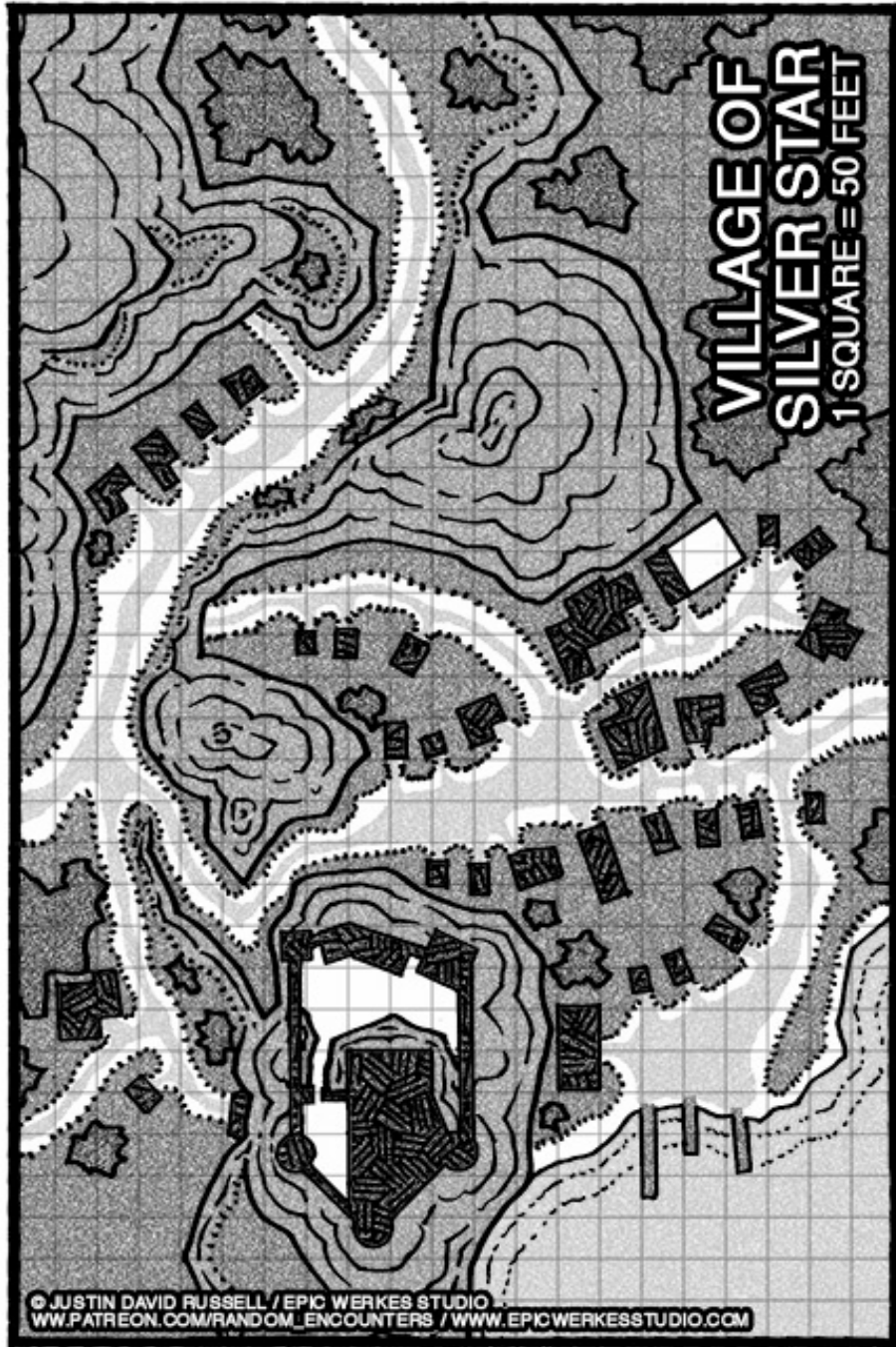
The Sheikh never checked on Llendyl again. He eventually died and his lands fell to ruin. The garden is still in tact, however, and the love Llendyl gave it makes it a sanctuary to anyone seeking refuge. Wounds heal faster, the water running through it bestows a calming effect, and the food is bountiful and restorative. When one walks through the now overgrown paths, one is always strangely both at peace and filled with a deep soul longing they cannot describe.



Village of Silver Star

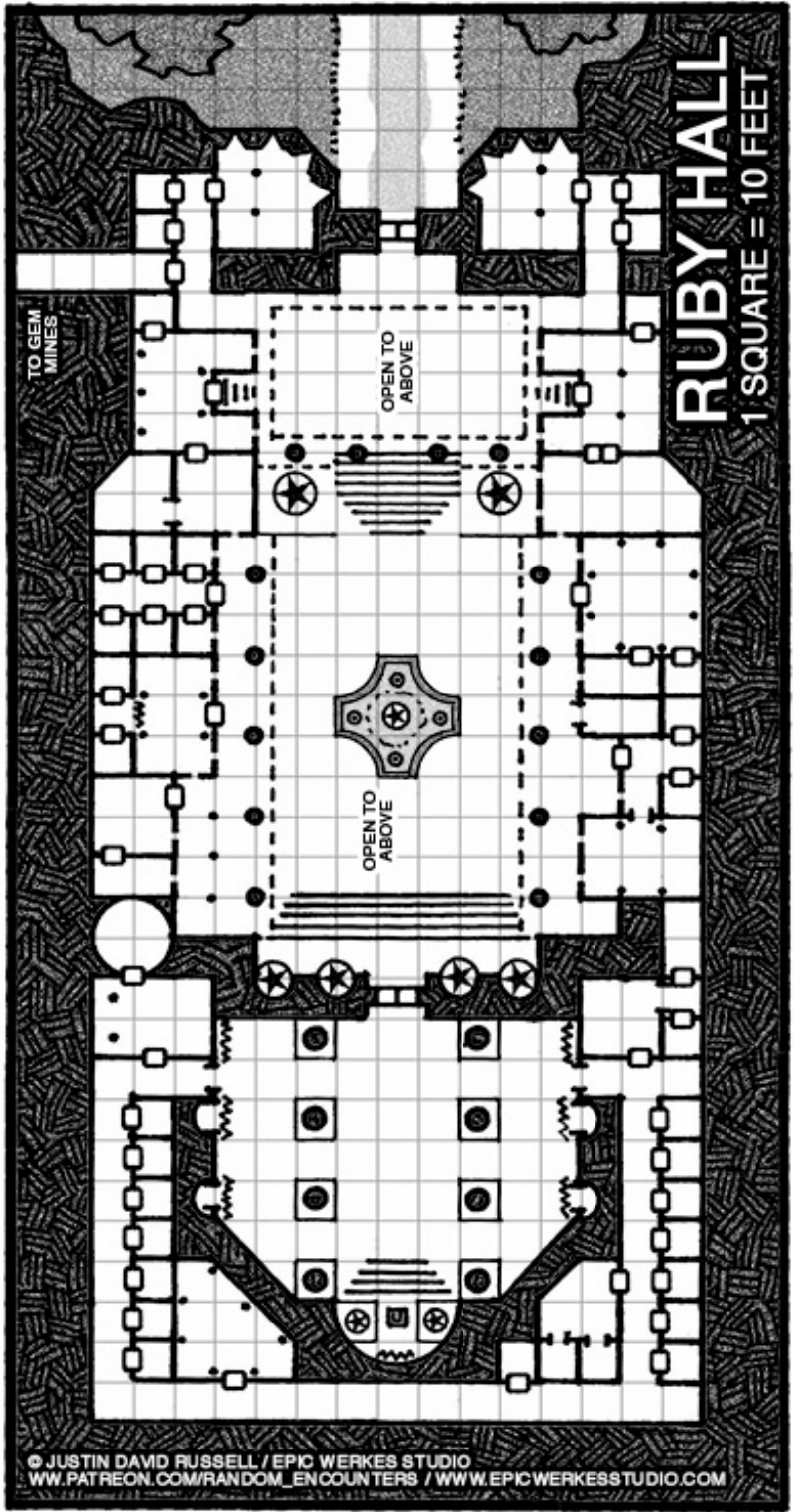
Silver Star is a small village interwoven between the craggy rocks of a ridge sidled up against the Misty Lake. It is known for its superb silver mined from rich veins that line the walls of winding caves and tunnels in the rocks. However, recently, a rash of disappearances have plagued the miners that work the mines. They refuse to work, until the lord sends brave souls to investigate. Rumours of shadows reaching out and pulling miners into the dark abound.

The creatures responsible for Silver Star's issue are the wraiths of the dwarves that one mined this vein. Recent activity has disturbed the proud dwarven spirits, causing them to return to life as life-draining shadows of their former selves. All they care about is protecting the mine from intruders.



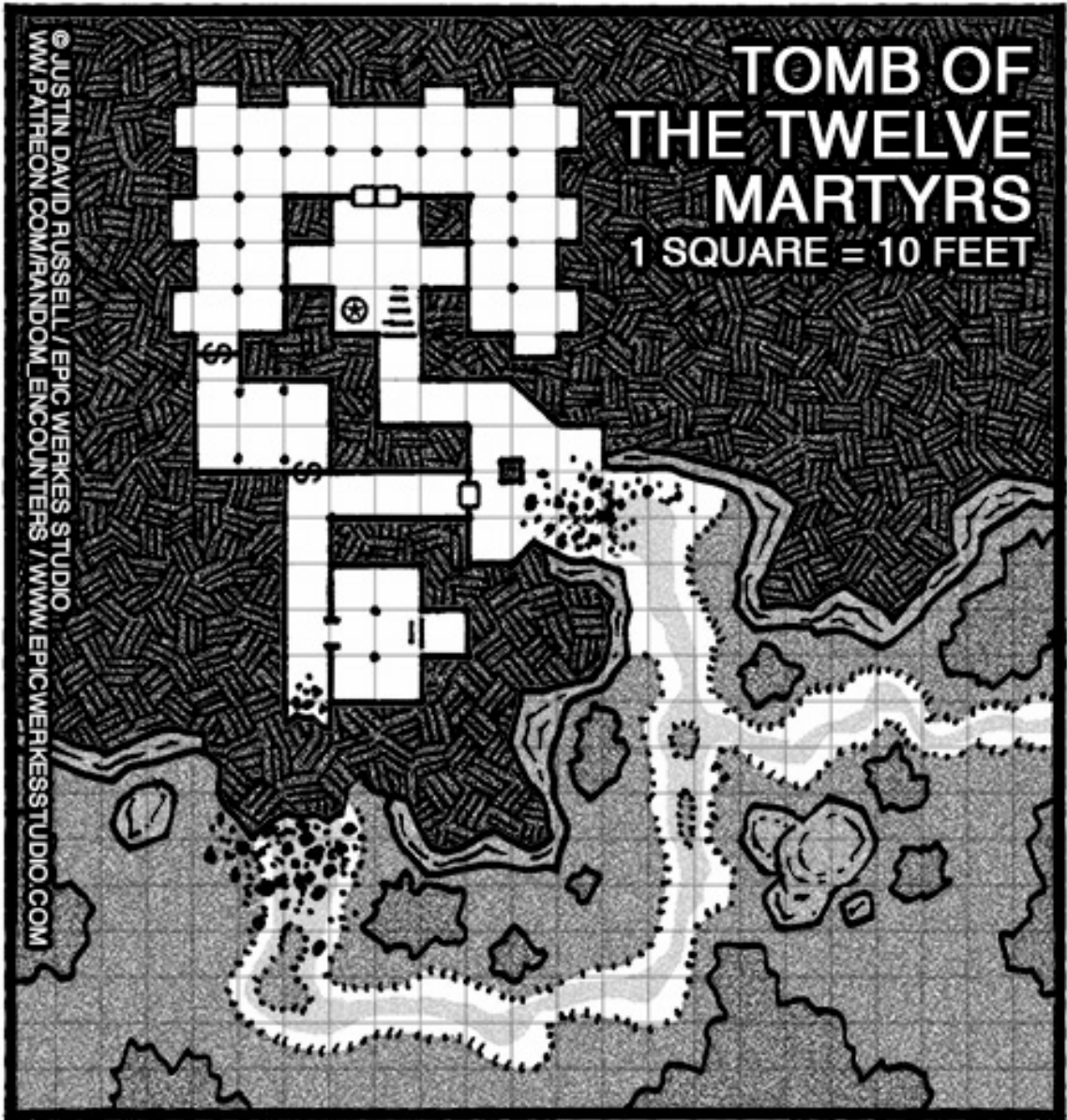
Ruby Hall

Tucked into the Laughing Hills is a small palace belonging to a clan of gnomes and their lady, Elwyth. Elwyth is the ruling monarch of the Ruby Hall. The complex is renowned for its jewelers and gem-stone mines.



Tomb of the Twelve Martyrs

The Tomb of the Twelve Martyrs is the resting place of a group of knights that single-handedly held off an attack from barbarians to the north. However, a recent cave-in has revealed a new entry at the back of a nearby cave. Unfortunately, the formerly sealed tomb entrance is now open to all. Bandits have absconded with a series of objects from the tomb. This has angered the spirits of those interred within. The items have been sold to locals, already, but strange events about town, such as mysterious lights and ghosts appearing in homes, asking about various things, then vanishing—some even attacking in an effort to reclaim their lost property—have caused people to ask questions about the reason for this. A quick investigation will reveal that a small group of men recently sold a handful of strange, exotic objects wherever they could in town. The objects are old, and obviously differ from those of more modern manufacture. The key is to find and return the objects to the appropriate martyr's resting place.



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!