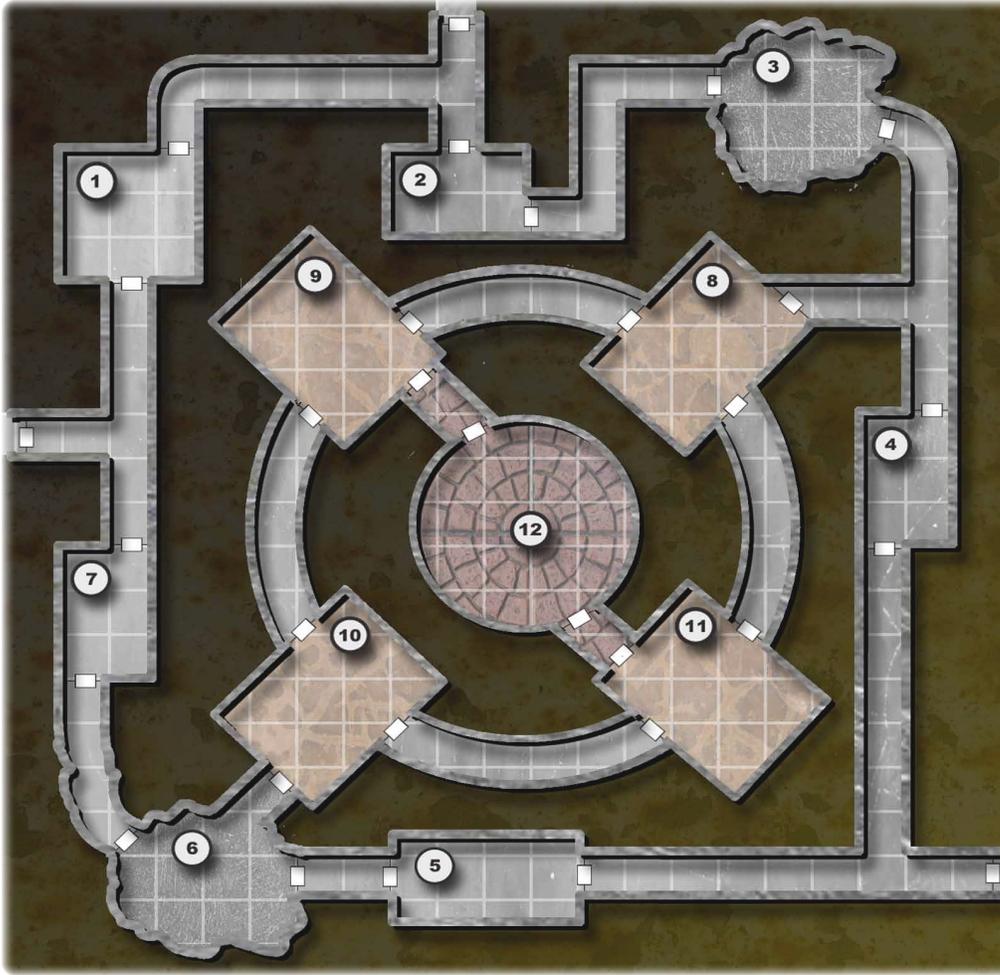


# MECKWICK'S REVENGE



Meckwick was once a prominent wizard whose influence extended throughout the known world. In more recent times, political maneuvering by long standing rivals has ruined Meckwick, and forced him to withdraw from society. Living in isolation, Meckwick has purchased a vacant dungeon and begun plotting his revenge.

Meckwick has spread rumors detailing the location of the fabled **MACE OF GUFFIN** and the **SCARLET HERRING**, which are sure to catch the attention of his foes. Meckwick is looking for seasoned adventurers to stock his dungeon with guards and traps and prevent his rivals from making it out alive.

The party will be given 800 gold coins (GC) in credit with **BALRIG'S EMPORIUM**, which is located in a nearby town. Three standard traps (trip wires/ pit traps/ crossbow/ etc.) are available for 50 GC each in addition to Balrig's featured deals.

## NOTES FOR THE DM

Here is a chance for your players to take on a small role of game mastering and for you to have a little revenge of your own.

**MESS WITH THEM!** Slobolins eating termite bottles! Dark Cultists attempting to sacrifice Garumble! Invaders mocking the dungeon!

**REWARDS:** The Mace and Herring (minor or temporary items), as well as any credit remaining with Balrig. Meckwick will likely consider the party a "loose end" and begin plotting...

## BALRIG'S EMPORIUM

**BONK (200 GC)** "He doesn't look like much, but he can block a door like nobody's business."

This stone golem has lost its arms in a battle long ago, but can still put up a fight by charging in and using its head as a battering ram

### DRAGON-BONE MERCENARY

**COMPANY (160 GC)** "This bunch already killed their own mothers for a few coin. Keep 'em away from yours!"

An effective team of warriors that is only interested in getting paid. The mercenaries will claim any loot from invaders as their rightful property.



**CREEPING OOZE (180 GC)** "Don't touch that thing with your bare hands! I said don't touch it!"

This barely intelligent horror is a dangerous foe and would deter any intruders. It has little sense of what constitutes an intruder and the ooze is very prone to wandering.

**SLOBOLINS (100 GC)** "These filthy buggers are as nasty as they are cheap and I won't take 'em back for love or gold."

These vile creatures are volatile and unpredictable. Each round roll (1d10). A result of 1: the slobolins invade another room. A result of 2: the slobolins attack one another.



**GARUMBLE (180 GC)** "Garumble kill! Garumble grind bones! Garumble sleepy...zzzzzzzz...zzzzzzzz"

This fierce looking ogre is sure to frighten any would be treasure hunters. Unfortunately he has difficulty staying awake. Garumble is asleep when encountered on a roll of 1 or 2 on (1d6).

**DARK CULTISTS (120 GC)** "You're in luck.

These freaks apparently need gold to usher in the 'seventh putrid age of decay'."

This powerful group of evil priests instill dread to all who encounter them. However, all humanoid sentient denizens will suffer a -2 penalty to rolls if the Dark Cultists are hired.



**COIN GOLEM (220 GC)** "A fool and his money, and his arms, and his legs, are soon to part."

The coin golem must be contained in at least two coffers and kept in separate rooms. Once all parts of the golem are collected, it will recombine along with any other treasure carried by the group and attack.

**TRAPPED TRAP (200 GC)** "They can't breed, and they die once they fill their tiny bellies. So really, what could go wrong?"

Successfully disarming this trap releases several small glass vials filled with enchanted termites. They can devour support beams in (1d2) turns, causing a collapse.



The invading party should be scaled higher than the players so that careful dungeon design is critical to success. This table details the behavior of the DM controlled party. Roll (1d6) to determine which entrance the party will use.

1-2 : West	3-4 : North	5-6 : East
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Roll 1d6 to determine which direction the party will travel.

1-3 : Clockwise	4-6 : CCW
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The party will continue until they reach the doors by either room 6 or 8. They will head into the inner circle there. Then roll (1d6) again to determine if they will go Clockwise or not (using the same table above).

The invading party will then head to the central chamber through the door in room 9 or 11. This table can also be used to determine Slobolin movement if the "Invade another room" result is rolled.