

Map Die (MD)



Murderer's Row

# MECKWICK'S PAIR O' DICE

**Meckwick** was once a prominent wizard, but political maneuvering by long standing rivals forced him to withdraw from society.

Living in seclusion, Meckwick acquired the fabled **BLISSFUL HEXAHEDRON**, a rare artifact of unknown origin within which he could retreat to the phantasmal utopia the artifact would create around him.

Enthralled by the artifact, Meckwick neglected matters in the real world, and was soon discovered by agents of his enemies. In desperation, Meckwick began trapping enemies within the Hexahedron itself. Now he finds the artifact unusable as it has become twisted to the wants and desires of those imprisoned within.

Meckwick is looking for seasoned adventurers to enter the Hexahedron and dispatch his foes so that he may once again escape the reality of his personal failings.

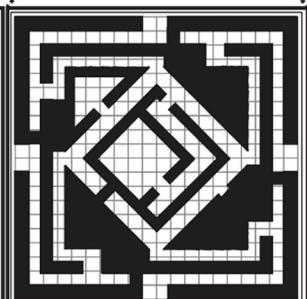
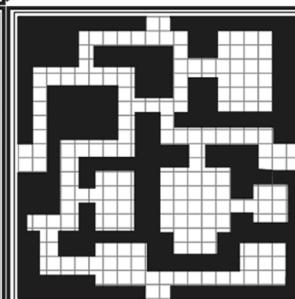
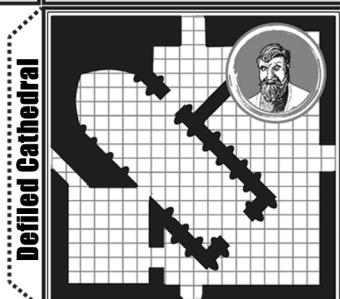
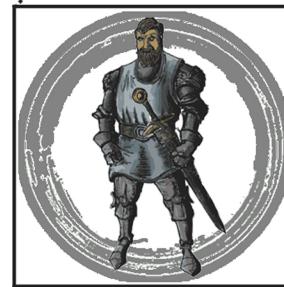
The objective of this adventure can be scaled by requiring the party to defeat 1, 2, or all 3 of the villains within the Hexahedron.

Each villain has a coveted item, and gaining possession of it (or them) will allow the players to exit the Hexahedron.

Each time the player characters enter a new section of the dungeon, roll the **Map Die (MD)** and the **Villain Die (VD)**. The **MD** determines the terrain, and the **VD** shapes the setting. If the image on the **VD** matches a portrait on the **MD**, then a villain has been encountered.

Use the Undead, Goblin, and Beast tables to populate rooms and generate random monsters.

Villian Die (VD)



## SIR ROLAND

When encountered, the **Fallen Paladin** stands amid piles of dead elves.

The Hexahedron seeks to grant his twisted vision of purity...

Use the Undead table below if Roland is rolled anywhere but the Cathedral.



## UNDEAD TERROR

- 1 Skeleton (1-8)
  - 2 Ghoul (1-6)
  - 3 Zombie (2-8)
  - 4 Shadow (1-4)
  - 5 Whight (1-2)
  - 6 Spectral Child \*
- \* Will lead the players directly to Sir Roland.



## IITHENA

The **Half Orc Assassin** is trapped reliving a most personal act of revenge. Iithena perceives all who enter her domain as a most hated enemy.

Use the Goblin table below if Iithena is rolled anywhere but Murderer's Row.



## GOBLIN HORDE

- 1 Goblin (2-12)
  - 2 Hobgoblin (2-8)
  - 3 Gnoll (2-8)
  - 4 Orc (1-8)
  - 5 Bugbear (1-3)
  - 6 Goblin Beggar \*
- \* Will lure the players directly to Iithena.



## UNTAAK

This **Abomination** was summoned forth quite by accident and quickly entombed within the Hexahedron. Untaak will defend his lair to the death.

Use the Beasts table below if Untaak is rolled anywhere but his lair.



## DREAD BEASTS

- 1 Giant centipede
  - 2 Minotaur
  - 3 Owl Bear
  - 4 Rust Monster
  - 5 Huge Spider
  - 6 Sacrificial Priestess \*
- \* Will lead the players directly to Untaak.



## COVETED ITEMS

**Purity**: Sir Roland's enchanted blade inflicts greater damage to elves.

**Woe & Sorrow**: Iithena's twin daggers were forged using a highly toxic alloy.

**OakeShatter**: The armor crushing greatsword that is lodged in Untaak's thorax.