

The illustration is a dark, textured scene. At the top, there are intricate, swirling patterns in shades of grey and white, resembling roots or tangled wires. Below these, a rectangular object with a glowing pink and orange interior is visible, possibly a furnace or a magical artifact. In the center, a large wooden barrel stands upright. To the right of the barrel, there is a structure made of dark, vertical lines, possibly a cage or a set of stairs. In the bottom left corner, a small, dark glass sits on the ground. The overall atmosphere is mysterious and dark.

# The Black Maw

Level Two  
The Chambers of the Wraith King  
Level 2-3 Characters

by Craig Pike



## The Black Maw - Level Two Chambers of the Wraith King

### Intro

Brigands, Fat Mamma Cass's Gang, lie low in the north section while abhuman Grimlocks lair in the south-east. The Wraith King roams the halls in his shadowy form, taking advantage of those who have not supplicated at one of his alters.

All ceilings on this level are 20' high and vaulted.

### Creatures

**Wraith King** - *Inscrutable, Tying, Malevolent, Unnaturally Cold*

A smoky haze, in the vague shape of a humanoid. Wears a magnificent corporeal bejeweled crown (10,000gp.) He loves suffering, and will toy with victims or enjoy silently watching the suffering of others. Sometimes watches from the edge of light to build dread in victims. Supplicating at one of his alters (#2, #21, #22) makes you immune to him for 24 hours, which the brigands all know and the Grimlocks grok on an evolutionary level. His attacks leave ectoplasm behind. He hides after the first time someone gets control of him. (#21) Stats as per **Shadow**.

**Brigands**- *Bloody, Drunk, Desperate*

Mamma Cass' Boys, aka Fat Mamma Cass's Gang. Ruffians, all related, currently led by the third oldest, Crapgame, they just knocked off the royal taxman but got the shit kicked out of them. They hole up here in their hideout to drink their white lightning, smoke, gamble, hide from their women-folk and lay low. Sweet life, except for the "got the shit kicked out of them" part. They've got a reward on them: 100gp for Crapgame and 30gp for the others. Double if alive; the 'ol hanging tree gonna be busy that day, and the celebration rockin! Till the relatives show up ...No no drama, you don't want no drama ...

**Grimlocks** - *Skittish, scouting, warlike*

No pigment, grimy, open scabs. Lairing in the SE of the map, they are unlikely to make peaceful contact, but may warily accept offers of dubious food (bodies) and worthless trinkets. Almost ape-like in their appearance and actions, and breed like rabbits, maturing in 3 months. They lair here, not that it means much to them; home is where the urine festers.

**Slimers** - *Mindless, Insatiable desire for flesh*

Rotting bodies, muscle, sinew and bone showing through and leaking ectoplasm. This is what becomes of you when killed by the Wraith King. Stats as **Zombies**, but not slow.

**Karl the Troll** - *Friendly, Honorable, Self-Centered*

An outcast from deeper down, he doesn't like to talk about it. Keeps his bridges as best he can, even facing down the Wraith King if he attacks on a "Karl Bridge", but won't appreciate being taken advantage of. Fat Mamma Cass' Boys know about him.

**River** - *Ice Cold, Murky, Shapes in it ...*

It's carved a channel 10' deep in the hallways, helped a bit by Karl. Following it, completely underwater, leads to the mountain lake outside in 300 yards. Craig the giant pike don't think it's natural for humanoids to be underwater. It ain't right. No sir, it ain't right.

**The Fog** - *Warm, Wet, Dense*

It restricts vision to 15'. The swirling nature can frequently be confused for the Wraith King. Except sometimes it is the Wraith King.

**Nimvedui** - *The Night Slayer*

Longsword stained with green ectoplasm and a hilt of oiled black sheepskin around a brass pommel in the shape of a diving owl. Command word engraved on blade in flowing delicate silver elvish calligraphy.

+2 Flaming Sword, +4 vs undead, Flames, as torch, on command "For the night is dark and I am become terror." Empathetic, CG, Int:13. Ego:12 Detects sloping passages and invisible objects. -

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## Level 2 - The Chambers of the Wraith

1. Faintly bloodstained door lintel. Crossing room threshold triggers spear trap (1d6) from lintel. Smithy, dank steam-filled & crowded. Blistering hot forge; cannot be extinguished. Obsidian spider goddess idol (450gp) is buried in glowing coals. 100' rope and grapnel next to wall. 80' up is #18 on Level 1.
2. Throbbing low obsidian dias with fetid smell, steaming perpetually from vermilion cracks. Steam coalesces into smokey moaning wraith form above it, bound in mist form, spitting image to the Wraith King, down to his crown. Worn stones on floor in front of. Supplication grants Wraith King immunity for 24 hours.
3. Shadowy, backlit from their smoking lantern on the floor, 4 bloody, bandaged, piss drunk joyous ruffians peeing in pots, unaware of 2 piercers about to drop. **4 Brigands** (1hp each,) **2 Piercers**.
4. Ruffians mob over a solid lockbox, slamming it shut. Bloody, missing limbs, bandaged, gangrenous. Crapgame knows they are in seriously bad shape; may bluff & be royal tax collector. 5000gp. **18 Brigands** (1 HP each.)
5. Lousy with jumbled kindling bundles haphazardly tossed against walls; they also conceal the secret doors. Spear trap (1d6) triggered when door to #5 opened; obvious when the bundles near examined.
6. Lousy with jumbled kindling bundles haphazardly tossed against walls. Oversize ironbound chest with 250gp; opening triggers spear trap (1d6); obvious if kindling by chest investigated.
7. Jumble of glistening full piss pots, stinking of ammonia, overflowing all over floor. 750ep in one and 250gp in another ... covered in urine. The first has gooey black contact poison on the jar (2d6), the second a spring-loaded dart for when someone looks into it (Blinded in one eye), is sealed with an all-seeing eye motif lid.
8. River of damp steam pea soup flowing from east to south. East corridor to #9 so steamy it obscures vision past 5'.
9. Damp steam boils up from poorly mortared rusted 3' grate in floor, leading down 70' to the next level. No vision past 5'.
10. Wet Fog/Steam/Condensation everywhere. Fungus & mushrooms grow wildly on everything, impossible to walk without stepping on them.
11. Steamy, dank, dripping rivulets from condensation. Jammed with rotting wood barrels. Fungus growth everywhere, including on barrel of leaking oil (1d6 fire explosion) ... it's a **Shrieker**
12. 9 ruffians, near death, dripping ectoplasm, pleading for help. Denial, Anger, Bargaining, Depression, Acceptance. They turn undead in 4 rounds. One has letter to Sally back home begging forgiveness & promising of bottomland. **9 1HP brigands** or **9 Slimed brigands**
13. Loose rubble, massive timbers, debris, with condensation. Faint voice calling "Help me Jim", under moldy unhinged door. It's a **shrieker**.
14. Stinking/decaying corpse pile, pale and gangly, thick with ectoplasm. One swallowed an opal (200gp.) Spear with glowing tip in ironclad deathgrip; break fingers to release. +1 spear, but Cursed to curl in combat & hit self 33% of time & can't let go of. Note: Retching requires a Wandering monster roll.
15. Remains of ransacked dwarf camp, heretical regalia, old, rotting, mixed with ectoplasm goo. Mixed in is an ermine pouch (25gp) of disappearing powder with two doses remaining.
16. Pile of decomposing heretical dwarf cadavers thick with ectoplasm mixed in with *lots* of loose coins. We all know what happens when you mess with them. 1000gp, 500pp. **4 Slimed Dwarfs**
17. Yet more gross slimy mushrooms outside north door, while 7 yellowed pot-bellied gangloids frantically mew & scrape ectoplasm from each other. 4 agates, 50gp/per, set in balding skull of leader. **2 Shriekers, 7 Grimlocks**.
18. Empty.
19. Jumble of splintered boards cover the floor, ankle deep, full of rusty nails.. Unnaturally cold. NE corner conceals a hole to Level 3 that cold air blows from ... and **1 Giant Ant**..
20. 4 humongous reeking wet furballs, all gore, teeth and claws noisily devour grimlock carcasses, one of which is still screaming. Some days it just don't pay to be a bleeding gum ab-human. Not opposed to eating more carcasses (the party.) **4 Giant Badgers**.
21. Ghostly peacock fire (illusionary) flickers & dances in shallow marble basin/depression, contains a barely seen wraith-form. Worn stones in front of. Immersion allows control of King Wraith for 1d6 turns and he ignores you for 24 hours, and you

- feel immensely intuitive. (+1 WIS permanently). 1 use/person.
22. Lifesize terracotta Wraith King idol, painted obsidian. Worn stones in front of. Releases obscuring gas when prodded/searched, gas could be confused for a wraith ... Breaking is a noisy chore, but reveals the sword Nimvedui inside.
  23. Pack of bloody abhumans feeding like jackel pack on 2 ruffian bodies, ripping and slurping. 128cp & 16gp among corpses, but it's gonna be rough to search/recover. **8 Grimlocks**.
  24. 8 grimy, blood-drenched abhumans wrassling over some jerky; a dark elf arm wearing platinum bracelet with inlaid spider-goddess engraving (83gp.) **8 Grimlocks**
  25. Greasy slick floor, like snot with mud mixed in. Slide trap from level 1 #29 empties here, but you wouldn't know it from here. Impassable back up.
  26. Water pooling outside in hallway to #24 comes 2' up the door & leaks under it. Opening from either side can cause falls and the associated wandering monster check. And, of course, light extinguished. Because he likes kicking folk when they're down, the **Wraith King** enjoys hanging around here also, to swoop in during the chaos. Jerk.
  27. Freshly bloodied gore & entrails slick floor, stinking of copper and with abhumans dozing in gore-filled cuddle pile, half-awake (-2 surprise.) **7 Grimlocks**.
  28. Seething rat pile, ravenous with extra-long talons, in a nest with sundered helm of dwarf, feather fall token mounted to crest. Up 80' to Level 1 .. and a titanic swinging blade pendulum (1d6). **5 Giant Rats**
  29. Submerged 10' under are 11 sealed pottery jars mixed in with two jumbled skeletons. Two jars sealed with glutinous wax. They have 200pp/each inside. Wax lids on all have tiny poison needles embedded (1d6).
  30. Pile of damaged wooden chests in a jumble, all open & empty, one is a fungus that will grow to mimic in 2 weeks. Hanging over it is **5 Piercers**.
  31. Hole in floor with a low rim smells of fresh clean water; a well leading to Level 3. There's an iron bucket and chain precariously balanced on the rim, ready to fall ...
  32. Soot everywhere coating everything. Plentiful chaotic kindling bundles haphazardly tossed along walls, 1 barrel of whale oil, and remains of cooking fire. Wanted poster for Fat Mamma Cass' gang on inside of door.
  33. 3 prisoners locked inside, in royal taxman livery. Nick is just done and wants to go home, but will help this one time. Monty & Argus are spoiling for bitter revenge, and will take pleasure in it. As **Brigand**, but morale 11.
  34. Condensations and some fungus and mushroom growth along edges of walls..
  35. Massive humanoid, yellowish with sickly green pus tumors, razor talons/tusks, and a carrot strapped to face where nose should be. He's built a rickety-looking-but-solid wood bridge over the stream. Charges 10gp/per for 24 hours of bridge access. Very obvious/exposed open box with 4000gp in it. He takes his bridge, his duty, and his gold very seriously. **Karl the Troll**

**Saving Throws:** Characters save as appropriate against dungeon/monster effects.

**Traps:** Trigger on a 1 on a d6, checked per passing character, etc.

**Wanderers** - 1 on a d6, check every 2 turns/20 minutes, or when loud noise, combat, etc.

1. 1d4 **Ghouls**, up from the lower levels, scouting a bit for their king. Friendly, but peckish.
2. 1d4+1 **Brigands**, drunkenly looking for buddies (#12).
3. 1d4+1 **Grimlocks**, out for a night on the town, looking for corpses to feast upon.
4. 3d4+2 **Stirge**, a hungry frenzied pack.
5. 2d4 **Giant Centipedes** in a feeding frenzy of horsefly eating.
6. **Wraith King**, Stares at you from the distance. Creepy.
7. **Wraith King**, Hit and Run, rends your soul and swoops off, stares coldly, and leaves.
8. **Wraith King**, In it to win it, wants a new victim and concentrates on one target.

### Creatures

	Mv	AC	HD	HP	Atk	Dmg	Mrl	Special
<b>Brigand</b>	40	7	1	1	Sword/Club	d6	8	-
<b>Ghoul</b>	30	6	2	7	Clw/Clw/Bte	d3/d3/d3	9	Paralyze 2d4 turns
<b>G. Ant</b>	60	3	4	14	Mandible	2d6	7	-
<b>G Badger</b>	30	4	3	11	Clw/Clw/Bte	d3/d3/d6	9	-
<b>G Centipede</b>	20	9	1/2	2	Bite	Poison	7	Incapacitated 10 days
<b>G Rat</b>	40	7	1/2	2	Bite	d3	8	5% disease chance per bite
<b>Grimlock</b>	40	8	1	6	Spear	d6	9	-
<b>Piercers</b>	3	3	1	4	Pierce	d6	10	-
<b>Shrieker</b>	3	7	3	11	-	-	12	50%/rnd wander shows in 2d6 rnds
<b>Slimers</b>	40	7	2	7	Pummel	1d4	12	Undead immunities, turn as 3HD
<b>Stirge</b>	60	7	1	4	Proboscis	1-3	9	Atk as 4HD, drains d4/rnd until 12pt
<b>Troll</b>	50	4	6+	25	Clw/Clw/Bte	d6/d6/d10	10	Regen 3/rnd after 3 rnds
<b>Wraith King</b>	40	7	3+	22	Rend Soul	d4+1	10	Drain 1pt STR, +1 weapons to hit, Undead Immunities

