

The Black Maw

Level 3

Manor Home of the Cannibals

Level 3-4 Characters



by Craig Pike

The Black Maw - Level 3

The true masters of the Black Maw begin to reveal. The Patrician Ghouls dwell in the south while a band of besieged gnomes are in the forgotten NE. Bernardo Guy practices his cheerful necromancy in the NW, unaware of the coming onslaught: the Grey Brigade.

Creatures

Ghouls - *Cultured, Heavy Concealer, Bloodfrenzied*

The masters of this “top level”, as they call it, are polite and slightly bored with life, their immortality generating a decadent ennui ... until they become a swarm of looping blood frenzies in combat. They worship a diabolic fly god ‘Bub’ and take direction from Nibbler. They generally capture interlopers for an audience with Nibbler (the first time, anyway) but are not opposed to taking a bite out to bide them over. They know a little less than Nibbler does. Unaware 22-45 exist.

Nibbler - *Informal, Bored, Casual, Ghoul Leader*

Aka Padesha Emperor Nibbler the First, likes to snack on a jar of eyeballs with the optic nerves still attached. Likely to chuck prisoners in the Dragon pit after group questioning unless they pique his interest, like rooms of crystals, an undiscovered northern part of the level, or delicacies. Puts on a brave face but is ultimately scared of his masters in the deeper levels. Has a gut feeling that there is something very divine and very evil at the bottom “... if there is one ...”

Troglodytes - *Inhospitable, Watchful, Alien*

Sleestacks, tall, thick built, glimmering. They tend to have a laissez-faire attitude toward most dungeon creatures but love fairy meat. They know enough of the ghouls to fear them greatly. Easily insulted over their odors, they also have no qualms of attacking and dragging an outsider home to be dinner. Groceries is Groceries. Unaware of 1-34

Bernardo Guy - *Cheerful, Morbid, Caring*

Necromancer researcher with a side-interest in healing. He’s here because of the strange emanations from both the crystals and deeper levels. He can alchemically heal, resurrect, remove curses, regenerate, etc, but they tend to be gross and morbid. “I need 3 pints of blood, 1 ghoul eyeball & 1000gp. Have some raw trog pancreas with your Camomile while we wait.” Sing-songy voice. Generally familiar with 23-45, unaware 1-22 exists.

Gnomes - *Friendly, Upbeat, Singing*

Trapped here by a faerie circle gone bad, they anticipate everything working out ok. They will expect their treasure

back from the Trogs (#42/#44) but will reward saviors with 2000gp. No knowledge outside of #42 & #44.

The Grey Brigade - *Bullies, Opportunists, Arrogant*

Adventuring. Know about #23-#29, #37-#38.

Curate Pain - Snake Headdress, Snake Bracers, Snakeskin Kilt. Speaks with hissing lisp. Wears asp around neck.

Worships Set, duh. Ok guy once you get past the snake thing. +1 Golden Sceptre, Bag of 300gp, Gold Bracelet (300g)

Theurgist Niko - Purple pointed hat and robes with stars and moons. She hates hell, all necromancers, and thee.

Palin & Gillam - Twin barbarians with bearskin loin clothes.

Revel in lifestyle. 5 doses Berserker Dust (+2 hit/dam/10r)

Men-At-Arms - 5 hardened merces, paid 1sp/day. Crux, Gret, Umbra, Barb, & Fang. Dressed in grey leathers. 50sp total.

Crystal Rooms

Mammoth quartz crystals haphazardly jutting from the earth, they are easily destroyed. Spells cast in these rooms have maximal effect. The ghouls & Nibbler are *extremely* alert if mention is made of crystals; it may turn their attitude towards the party from “playthings” to “somewhat useful tools.”

Noise & Looting

A ‘*’ on the map notes a room with a creature that *may* respond to combat/noise/light nearby ... in addition to the wandering monster check, of course. **Looting:** The ghoul apartments are sumptuously appointed and it is traditional for parties to steal the coat hangers. The numbers in the brackets [] indicate the value of stealing just the small items (watches, handkerchiefs, towels, etc, filling a large bag per room) vs robbing the place blind (beds, divans, tables, etc.) It should be *very* difficult to dismantle and move the larger items. In contrast to this finery, the Patricians keep piles of viscera, organs, & limbs stacked in piles in their chambers and hallways. What’s life without the odd bucket of livers to gorge on?

Ghoul Order of Battle

The Patrician Ghouls will revel in civilized combat, until things go poorly. Then they will rush to #2, sounding the gong to summon all ghouls. What follows will be a noisy taunting hide & seek game, the party vs the mob, which will degenerate when they sight the party in to a swarm of pack bloodfrenzy, all manners and civilization forgotten. A fight in room #2 will likely ignore the gong, with the onlookers leaping down to join a frenzied battle.

Treasure Horde A

1000' under the pool in #39, this will not be easily retrieved. Craig the giant pike will not be happy to find his stash gone. 4000sp, 800ep, 5000gp, 800pp, Potions of Poison, Levitation, Sweet Water, Delusion(Flying). 10 ivory scrimshaw +2 Arrows, Platinum circlet that turns wearer invisible, peacock feather in lapis case that dispels any magic item/effect (4 charges), waterproof bag with 5 fast-growing beans/beanstalks (50' high), 39 rubies (250gp each), 21 giant golden fish scales tough as platemail. (300gp each), The longsword Valguldur.

Valguldur - Ravagers Blight, Longsword

+1/+3 vs regenerators. Brilliant steel with gold troll-head hilt. Wielder can communicate with trolls & vampires. Glows blue within 40' of a regenerator. Can detect moving floors, slides, covered pits, etc, within 10' by throbbing in hand. Int:12 Ego:5

Manor Home of the Cannibals

1. Hot marbled mud bath/spa with blood scum, steaming and hissing. Giant plug at bottom to Level 4. [250/1000]
2. Oozing pox, Nibbler drapes over his throne of wet rib cages (X) in a dingy robe and slippers. Others hoot & jeer from #10 & ledge 10' above at #6 while a hulking barbarian is pushed in to a gory shaft (to Level 4) and devoured there by a Giant Komodo Dragon. Comically large brass gong behind rib throne. [0/250] **2 Ghoul, 1 G Komodo**
3. White marble pedestal surrounded by worn burgundy carpets with a wicker cage containing a silver skull (1000gp), with prominent "Don't Touch" sign. Elegantly labeled "1000 Years of Service" Trapped with darts from pedestal: d4 darts/1d4+1 each. [0/250]
4. Chef de Cuisine in white hat & coat vivisecting beetle intestine in an immaculate white-tiled kitchen. Attacked, he'll flip the tables releasing them. 33% each they attack him. **1 Ghoul, 3 Fire Beetles** [2hp each] [250/1250]
5. Sulphurous haze drifts from a jade arch on the wall. 20% chance each turn a smokey form demands "Nibbler! Crystal update!" [0/1250]
6. Over-the-top Liberace bachelor pad for 3 with way too much rhinestone and white feathers. They usually hang out on the ledge to #2 in morning dress. **3 Ghouls** [500/4000]
7. Heaping corner pile of clothing & mundane gear, most shredded & destroyed, mixed with 3000cp, piled on a trapdoor to Level 4. Opens with 300#

- more weight. 25% chance of any mundane item being present. Obvious seam if floor examined.
8. Prison/larder with 4 stinky reptilians being prodded by 2 friendly jeering gawkers in black tie, white silk scarves, & canes. 4 Aquamarines (100gp each) in each of their cumberbunds. **4 Trogs, 2 Ghouls** [0/250]
 9. Finely appointed Smoking Lounge with vaulted ceiling, complete with a box (18) of "Hell's Finest" sulphurous cigars (200gp) & accotramont. Aquarium/buffet has a 6 bass. The cigars allow see invisible while smoking. [500/3000]
 10. The room is empty, but the opening to the south usually has a figure in a red velvet smoking jacket puffing a delicate filigree pipe (100gp) that he enjoys jabbing in eye sockets. **1 Ghoul**
 11. Formal sitting room, plush burgundy & cobalt velvets and dark oak. One recliner is singed, has a cut out for a tail, and stinks of sulphur. [300/2000]
 12. Fancy silk & Scandinavian bedroom with a gnawed upon hand (reptilian) manacled to the headboard. A fantastic hat collection hangs on the south wall (750gp total/18 hats) A jaunty purple hat with white feather turns the wearers countenance to Patrician Ghoul, permanently. (-3CHR) [500/3000]
 13. Soft earth covers the crude rooms floor, with a shallow grave-like depression, Nibblers real bedroom. South wall has an inlaid jewel mosaic of a giant fly. (50 Black Coral, 100gp each)
 14. Mushrooms on ceiling just inside door. Filthy stained wet mattress in corner next to a bucket of blood & organs. **6 Shriekers**
 15. Sitting lounge, very chill w/paisley cushions all over floor. Ornate lapis octopus hookah with mint tobacco, 6' tall. (1000gp) [500/500]
 16. 3 worshipper chant in a honey oak and marble church with a giant obsidian fly hanging above a crucible. They are about to burn a gold-dipped bunch of wolfsbane, that acts as a protection against Lycanthropes when crushed. There are 70 10gp jets encrusting the statue; cursing the remover to have a trog-like sulfur stench, penalties and all, impacting just the party. **3 Ghouls** [600/3000]
 17. 3 emaciated naked soot-covered figures feed humanoid (grimlock, etc) corpses & the occasional screaming near-corpses to a wet steamy fire. Ceiling vent leads up to Level 2/#9. **3 Ghouls.**
 18. Empty but but for the occasional scream, either from the pit (#2) or the corpse-fire (#17.)

19. Wet old-timey bathing costumed bachelor sneaking past the entrance to #17 with a bag of gold nuggets (1000gp.) Wet footprints lead back to #20. **1 Ghoul**
20. Old round oak poker tables against walls hide two canoes and some damp white fuzzy beach towels. The canoes are immune to shrinking.
21. A frigid pool of still water with a mass of dozing blood bags hanging upside down, just 2' from the surface. **15 Stirge**
22. Obvious treasure glows 100' under crystal clear placid water. Swimming in this room shrinks to 1/10th size for 8 hours exactly. Side passage is 6" high, leads to sublevel 3b-Empire of the Ants and up to Level 2/#19. Has 3 normal ants in it, giant if you're shrunk. Tunnel under water to #23. **3 Giant Ants**, maybe. [*Treasure Horde A*]
23. Tracks near shore, bootprints, etc. (#24) Hole in ceiling leads Level 2/#31. Underwater tunnel to #22.
24. Bedrolls and cold camp of the NPC's in #25.
25. **The Grey Brigade** is just finishing gearing up for an assault on Bernardo (#27.) They will bully for loot, or ally to kill Bernardo if the party looks strong.
26. Statue of nude man with bull head. Grabbing the bull by the horns will cause it to tilt forward revealing hollow with a gossamer Cloak of Invisibility (cursed, allies believe invisible but actually outlined in faerie fyre) and toppling to crush the grabber. (2d4)
27. Anorexic pale man in torn black robes whistling a cheery tune while Sparking Joy tidying his crude study/bedroom/kitchen. **Bernardo Guy**
28. Necromancer lab full of specimens & abnormals in jars, workbenches with giant bugs autopsied out, goop & organ piles on floor and 6 immense beetles on ceiling, obeying Bernardo. Stainless steel(!) vivisection tools (500gp) **6 fire beetle zombies**.
29. Fragile & immense crystal hourglass filled with amethysts on a yellow dias of pure sulfur. Turning it over once gives a +1 to DEX. Twice, a -2 to DEX. 3+ times kills. Amethysts (5,000) are worth 1gp each.
30. Caved-in rooms with bits of tiny snake skin. Huge iron chest attached to floor has 3000sp and a brown & white krait that has made a nest in the middle of the coins. A false bottom reveals a rusty ladder down to Level 4. **Viper**
31. Collapsed room. Rotting burlap sack, moldy, with 3000sp. The coins proper are poisoned with Fast Acting Leprosy.
32. Woodworking shop, long forgotten.
33. Dusty & dry, storage of old timbers & sod.
34. Forgotten workroom, cold forge, piles of manacles, a half complete throne of iron skulls with horns.
35. Giant beetles munching a reptilian corpse, probably (66%) ignoring all else. **3 G Beetles**
36. Reptilian cornered by a group of four dog-sized blobby voids with hairy spider legs and toothy black maws. Urgnuk will be friendly, making introductions to #42. He also wears an elf arm as an amulet that is itself wearing three gold ring bracelets (500 gp each) ... and likes to compliment people on their arms ...) **1 Trog, 4 Black Maws**
37. Tattered & moth-eaten, purple velvet drapes w/gold fringe cover each entrance. Parting them triggers a bullet sling trap (2d4) from ceiling turret (43 c.)
38. When halfway across room the granite columns suddenly generate a tremendous wind that will extinguish any uncovered flame. There's a giant lever over the (concealed) pit trap (1d6) that triggers the pit. Sucker.
39. Lit w/muted red glow, broken crypt, dusty, inlaid with nine delicate concentric circles of onyx (1000gp total). Hanging to ceiling are **3 Fire Beetles**
40. Massive anaconda squeezing a dead reptilian. Room for one more! **G Constrictor Snake**.
41. Intestine-yarn across southern doorway triggers a gong (50gp) to fall from ceiling heights, alerting #42.
42. Hat/Pant quilt on floor with 5000sp, 2000gp, and 500pp, snagged from #45. Exit to 45 blocked by palisade covered by trog-skin blanket. Reptilians are hunkered in bottom of pit they are hand-digging. 1 rnd/each to climb out. **5 Trogs**
43. Granite statues of two 9' tall nude men with bull heads, spears pointed together at a spot on floor ... 20' deep covered pit with 10' of water. 1d6 & drown.
44. Reptilians covered in wasp stings hiss and test the palisade blocking #45 with their bone spears. Cold dirt tunnel to Sublevel 3a-Ruin of the Reptilians. They have snagged a small gnome hat with 20 rubies (2000gp) **7 Trogs**
45. Tribe of red-hatted blue-coat tiny people with big noses, besieged behind a wooden palisade blocking all three exits. Sad pile of their comrades white pants and red hats. A sumptuous feast table set up, scattered with homestyle food, 300pp, 2000ep, 1000gp, a Wand of Wasps (13c, makes 1d3 Giant Bees) and an effluvium of gaseous form. **27 Gnomes**

ENDOFFLINE

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

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

Odor: Rooms 1-19 stink of death & decay, like there are rotting bodies around. Because there are. A lot.

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

Rooms 1-19 IE: South

1. **1d4 Ghouls**, tossing liver bits like popcorn
2. **1d2 Ghouls**, friendly, stoned on pineal gland
3. **1d6 F Beetles**, vomiting, no mood to fight
4. **1d12 Stirge**, draining a dead reptilian
5. **1 G Snake**, playing dead
6. **Myra**, escaped woman from #14. Can't remember why she's here, but knows she died 34 years ago

Rooms 22-45 IE: North

1. **Green Slime** clings to the ceiling, ready to drop
2. **1d8 Troggs**, airing out. -2 sv vs stench
3. **1d4 G Bees**, stunned on floor, will wake if disturbed
4. **1 G Snake**, behind next corner.
5. **1d8 G Beetles** ensnared in a wicker cage (#27)
6. **1d4 Men-at-Arms**, exploring cautiously (#25)
Reduce numbers in #25 if killed.

Creatures

	Mv	AC	HD	HP	Atk	Dmg	Mrl	Special
Black Maw	35	5	4	14	Bite	d10	9	On hit attaches lamprey-like, d10/rnd
Fire Beetles	40	4	1+	6	Bite	2d4	7	-
F. Beetle Zombies	20	4	2	6	Bite	2d4	12	-
G Ant	60	3	4	14	Mandible	2d6	7	-
G Bee	50	7	1/2	2	Sting	d3	9	+Poison: Sv or Die. Bee dies in 1 rnd
G Beetle	40	4	2	7	Bite	d6	8	Spit 5', blistering is -2 hit/1 day
G Snake	30	6	5	18	Bite	d4	8	+Constrict for 2d4/rnd
Ghoul	30	6	2	7	Clw/Clw/Bte	d3/d3/d3	9	+Paralyze 2d4/t, turn as 3HD
Gnome	20	5	1	3	Shovel/Pick	d4	8	Create food & drink on command
Shrieker	3	7	3	11	-	-	12	50%/rnd wander shows in 2d6 rnds
Stirge	60	7	1	3	Proboscis	d3	9	+Drain d3 each subsequent rnd
Troglodyte	40	5	2	7	Clw/Clw/Bte	d4/d4/d4	9	Stench -2 atk
G Komodo	30	4	6	22	Clw/Clw/Bte	d4/d4/2d6	7	-
Viper	30	5	1	2	Poison	-	7	Save or Die, Always acts first
Bernardo Guy	35	8	5	24	Grave Touch	d10	8	Drains life through -80 degree touch
Curate Pain	30	6	4	15	Sceptre	d6	8	Create Viper at will
Theurgist Niko	40	9	4	10	Dagger	d4	10	Yellow/Purple force lightning 1d4 at will
Pallin & Gillam	40	8	4	20	2-Handed	d10	9	
Men-at-Arms	40	5	1	3	Spear	d6	8	

