

# A SMALL MAZE

This page is a **guide** to use the "A Small Maze map", a RPG Battlemat created by [Tehox Maps](#). Dungeon Masters and players can use it without modifying it, or make changes at will to adapt the matches on this map to their game session.

## 1 – ENTRANCE

On the sides of the entrance there are two pedestals supporting two bright yellow globes. Each character that passes between these globes will have to perform a Save Throw on Wisdom at medium difficulty (DC 15).

- **Success (15+):** the character feels a sense of danger from the corridor in front of the entrance
- **Minor fail (11-14):** the character feels nothing
- **Major fail (10-):** the character feels a strong sense of attraction from the corridor in front, the next turn is forced to move towards the wall that closes the south corridor. (See paragraph 2)

## 2 – THE CHECKERED CORRIDOR

This corridor is 15 meters long (50 feet) and has light and dark tiles, arranged in a checkerboard pattern. If you proceed to the south wall passing only on the **black tiles** (touching them all), once you reach the row a secret door will automatically open. If you even touch a single **white tile**, then poisonous gas will come out of tiny holes scattered on the ceiling (impossible to see). Anyone in the corridor will have to pass a Save Throw on Constitution at DC 15.

- **Fail:** Characters take 7 (2d6) poison damage.
- **Success:** Characters take half damage

## 3 – THE GREEN ROOM

A long corridor leads to an area characterized by strong humidity and the presence of moss and other plants grown on the floor and along the walls, even touching the ceiling. The water gushes from the cracks in the walls and in some places there are real smelly pools.

- This place is the den of a **Gelatinous Cube**, which awaits adventurers just around the corner.

## 4 – DANGEROUS WATERS

Once around the corner of the corridor the humidity and the moss increase, here the floor is mostly occupied by a **pool of dark water**. Towards the end of the flooded corridor a pedestal is clearly visible where a large **gem** emanates a green luminescence.

The gem is actually very ordinary glass and gives off light to attract the greedy.

- In the flooded corridor section that turns to the west awaits a **Water Elemental** in silence

## 5 – TRAP!

This area is a bit more spacious than the previous corridors, or at least when you get there, to the south two short corridors come together in a point where a **strong light** of a magic torch attracts attention, even if from the main room it is not. You can see what's there.

The light serves only to attract the reckless, the two narrow corridors have indeed a **trap**. As soon as someone passes over the activation tiles (the X on the map) the floor opens up in the most classic of the trap: two 6-meter deep **holes with sharp points**.

Each character on the tiles at the time of activation must pass a Saving Throw on Dexterity at DC 15 or fall into the holes.

- **Minor fail (11-14):** Character take 9 (2d8) piercing damage
- **Major fail (10-):** Character take 9 (2d8) piercing damage and 4 (1d8) bludgeoning damage.

## 6 – SECRET PASSAGES

This small room connects three corridors between them.

From the inside of the room it is easy to see and open the doors, but from the outside it is more difficult:

- The **north** door opens only if you run the tiles correctly in area 2.
- The **west** and **east** door can only be found with a Perception check at DC 20.

## 7 – THE PRISONS

This particular area was built to allow you to chain up to 16 creatures and now there are the bodies of **12 humanoid creatures** in an advanced state of decomposition.

- Each of these bodies is actually a **Zombie** ready to attack anyone within reach.

## 8 – THE BEHOLDER STATUE

In this final room there is a monstrous **statue of a Beholder** that magically floats half a meter from the ground. It is obviously a statue and shows no aggression.

Under the statue there is a large **silver plate** filled with coins and gems, on the floor there is an inscription: **"Leave half of your riches if you want to live and go out"**.

- To be able to pass unharmed it is necessary to leave half of one's own coins and gems, otherwise anyone who tries to advance towards the exit will be attacked by the eyes of the statue exactly as if he were a real **Beholder**.

The statue attacks only those who try to leave without paying a pledge.



# THE MAP

