

Death Maze

Combat Data

Difficulty Level 12

This PDF provides combat data for the fantasy roleplaying adventure *Death Maze* written by Christian Blake. The combat information provided for each encounter includes:

- XP Value
- Hit Points
- Armor Class
- To Hit modifier
- Ability Scores
- Special Attacks

Depending on your game system, you may need to modify the combat information. Movement information has not been included as the manner in which different game systems manage movement is quite varied.

This PDF includes combat information only. Illustrations for the adversaries and the encounters are not included in this PDF (full color illustrations for the monsters and encounters can be found in the Deluxe edition's Artwork & Maps supplement).

There are two versions of *Death Maze*: Standard and Deluxe.

Standard version – This is available on Amazon in both digital and print format. The standard version includes the following items:

- Narrative for the adventure
- A basic map

While the standard version does not include combat information, the use of this PDF along with the standard version narrative and basic map will provide everything you need to run a full adventure.

Deluxe version – This version is only available through **GlendorsRPGAdventures.com** and authorized retail game stores. It is not available in digital format. The deluxe version includes the following:

- 11x17 heavy-stock cover, full color. On the inside is a full color map of the dungeon designed by a professional cartographer. The cover can double as a DM screen.
- Narrative book – 8.5 x 11 inches, 20 pages, black and white. This book provides the descriptions of each encounter. (Note: the first 500 copies of the deluxe edition's narrative book are stamped and signed by the author).
- Artwork and Maps – 8.5 x 11 inches, 20 pages, full color. This book contains enlarged maps of individual encounter areas plus commissioned artwork for the encounters.
- Cartoons throughout the Artwork & Maps book that depict each encounter
- Combat Book – 8.5 x 11 inches, 16 pages, black and white. This book contains the necessary combat information for scaling the adventure anywhere from level 1 to level 20.
- One extra encounter
- Random stickers

While the standard version coupled with this combat PDF creates a complete adventure, there is no artwork. Only the deluxe version contains full color artwork depicting the encounters and adversaries.

To purchase the deluxe version of *Death Maze*, please use the order form on the website.

Please note! If you spot an error or inconsistency in the information contained in this PDF, please send me an email and let me know as I will update these PDFs from time to time. Please include the adventure name (*Death Maze*), the page number of the error and the Difficulty Level of the combat PDF.

You can reach Christian Blake directly at: contact@GlendorsRPGAdventures.com

Death Maze – Encounter #1 Difficulty Level 12

XP Value: 8200 per Nagi

Ability Scores for each Nagi: Strength (11), Agility/Dexterity (14), Constitution (13), Intelligence (17), Wisdom (16), Charisma (17)

Armor Class: 16
To hit bonus: +8

Hit Points: Nagi #1 (191), Nagi #2 (191)

Physical Attacks: Each Nagi can perform (2) Claw attacks per round, averaging 32 damage per attack.

Special:

Grapple – In addition to its (2) Claw attacks, a Nagi can attempt to grapple a medium sized opponent or smaller with its 15'0" snake tail. A successful hit and a failed saving throw from the target results in the target being grappled. Once a target is grappled, the Nagi can choose to either silence the target or perform crushing damage equal to 20% of the target's maximum health on the next round and each round thereafter (10% damage if the target makes a successful saving throw vs. crushing damage). While they are grappled, targets are unable to make physical attacks. Depending on spell requirements, they may still be able to cast spells (DM's discretion) unless the Nagi chooses to silence the grappled target. Grappled targets can attempt a saving throw every two rounds to break free. A Nagi can grapple only one target at a time.

Nagi Song – 200' range. Any player who fails a saving throw versus the Nagi Song will become charmed by the Nagi. Players can attempt to make a new saving throw every two rounds. If a player successfully saves against the Nagi Song at any time (even the initial saving throw), he or she is immune to the effects of the song for a 48 hour period. Players who are charmed will approach the Nagi and sit down in front of her and remain seated until the song is broken or they make a successful saving throw. Charmed targets cannot be made to attack another player or harm themselves in any manner.

Saving Throws: Can choose to pass any failed saving throw (2x per day)

Saving Throws: +6 to all saving throws

Resistant to two schools of magic (½ damage, determine randomly at start of encounter)

On a natural "20" attack roll, can perform one additional physical or main attack the next round

Abilities per round:

A Nagi can perform (2) Claw attacks and either an attempt to grapple an opponent or perform crushing damage to a successfully grappled opponent.

– or –

In lieu of using any physical abilities, a Nagi can sing her Nagi Song but will be unable to perform any other actions while she maintains her song.

Death Maze – Encounter #2 Difficulty Level 12

XP Value: 8200 per Giant Eel

Ability Scores for each Giant Eel: Strength (17), Agility/Dexterity (19), Constitution (19), Intelligence (9), Wisdom (9), Charisma (8)

Armor Class: 16

To hit bonus: +8

Hit Points: Giant Eel #1 (191), Giant Eel #2 (191), Giant Eel #3 (191)

Physical Attacks: Each Giant Eel can perform (2) Bite attacks per round, averaging **38 damage** per attack.

Special:

Instant poison – On each successful bite, a target must make a saving throw versus poison or suffer an additional **5 points of damage**. A successful saving throw reduces the poison **damage to 2**.

Clamp and Rend – After any successful bite, a target must successfully make a saving throw or the Giant Eel will clamp down on its target and thrash about wildly, rending flesh, muscle and bone. Each round after Clamp is established, the Giant Eel will perform Rend damage against the opponent. Rend damage will be equal to 30% of the target's maximum health (or 15% if they perform a successful saving throw vs. rend damage) plus a chance for additional Instant Poison as described above. Targets can attempt to break free of Clamp by making a successful saving throw at the expense of using any other abilities that round. The saving throw can be made at the beginning of each round prior to Rend damage. Any target who successfully breaks free of Clamp will then become the target of the Giant Eel's (2) Bite attacks during the same round.

Electrocute – For each additional round beyond a successful Clamp attempt, the Giant Eel will electrocute its target, inflicting lightning damage equal to 20% of the target's maximum health. A successful saving throw by the target will reduce the lightning damage to 10% of the target's maximum health.

Saving Throws: Can choose to pass any failed saving throw (**2x** per day)

Saving Throws: **+6** to all saving throws

Resistant to **two schools** of magic (½ damage, determine randomly at start of encounter)

On a natural "20" attack roll, can perform one additional physical or main attack the next round

Abilities per round:

(2) Bite attempts + Instant Poison for each successful bite

(1) Clamp attempt for each successful Bite

– or –

(1) Inflict Rend damage as described above against its Clamped target + Instant Poison (the first Rend can be performed after the initial round when Clamp is established)

(1) Electrocute its Clamped target

Death Maze – Encounter #3 Difficulty Level 12

XP Value: 8200 for the Shadow Dweller

Ability Scores for the Shadow Dweller: Strength (12), Agility/Dexterity (17), Constitution (20), Intelligence (12), Wisdom (12), Charisma (11)

Armor Class: 14
To hit bonus: +8

Hit Points: Shadow Dweller (191)

Physical Attacks: None

Special:

Sleep: The Shadow Dweller will grab hold of any player within reach (maximum of two at one time). Once touched, a player must make a saving throw vs. Sleep or drift off to sleep. No additional saving throws can be made once a player falls sleep. However, other players can shake the player awake if he/she is within their reach. Shouting (or otherwise loud noises) will not wake a player, only physical shaking can rouse the player from the Shadow Dweller's Sleep spell. Any player who makes a successful save vs. the Sleep spell will feel a cold sensation at the point of contact but otherwise nothing else. A successful save does not grant immunity to further attempts of the Shadow Dweller to grasp a target and put it to sleep. If a player is within its reach the next round, he/she will have to make another successful saving throw if the Shadow Dweller grabs hold again.

Drain Life: Starting with the first round of Sleep, the Shadow Dweller will perform Drain Life on any player it is touching and is asleep. It will inflict 64 damage per Drain Life (one Drain Life per target, per round. Two targets maximum).

Highly concentrated light of any kind will force the Shadow Dweller to retreat and hide at the deepest section of the mud pool. The light will not inflict damage.

The Shadow Dweller is immune to non-magical attacks. Magical weapons perform ½ damage while Holy spells perform 1.5x damage. All other spell classes perform normal damage.

Saving Throws: Can choose to pass any failed saving throw (2x per day)

Saving Throws: +6 to all saving throws

Resistant to two schools of magic (½ damage, determine randomly at start of encounter)

On a natural "20" attack roll, can perform one additional physical or main attack the next round

Abilities per round: The Shadow Dweller can grasp up to two different targets within reach per round and attempt to put them to sleep. If a target falls asleep, the Shadow Dweller will then perform Drain Life during the same round and each round thereafter. If a target succeeds a saving throw but remains within reach the following round, the Shadow Dweller may attempt to put that target asleep yet again.

Death Maze – Encounter #4a Difficulty Level 12

XP Value: 8200 per Zombie

Ability Scores for each Zombie: Strength (19), Agility/Dexterity (12), Constitution (19), Intelligence (6), Wisdom (6), Charisma (3)

Armor Class: 13

To hit bonus: +8

Hit Points: Zombie #1 (191)

Physical Attacks: The Zombie can perform (1) Bite attack per round plus (2) Claw attacks, averaging **26 damage** per attack.

Special:

Protection from the Living Amulet: Each Zombie in encounter 4a and 4b wears an amulet that will (upon a successful saving throw by the Zombie) reflect the spell back at its caster. The Zombie will suffer no effects of the spell and the spell caster will suffer the full effects of the spell as if he/she was the intended target. The amulet only protects the Zombie from spells that are specifically named/designed to target Zombies or the undead.

The Zombies are immune to Charm, Fear and Sleep Spells.

The Zombies are immune to Poison and Psychic damage.

Saving Throws: Can choose to pass any failed saving throw (**2x** per day)

Saving Throws: **+6** to all saving throws

Resistant to **two schools** of magic (½ damage, determine randomly at start of encounter)

On a natural “20” attack roll, can perform one additional physical or main attack the next round

Abilities per round: Each Zombie can perform (1) bite and (2) claw attacks per round.

Death Maze – Encounter #4b Difficulty Level 12

XP Value: 8200 per Zombie

Ability Scores for each Zombie: Strength (19), Agility/Dexterity (12), Constitution (19), Intelligence (6), Wisdom (6), Charisma (3)

Armor Class: 13

To hit bonus: +8

Hit Points: Zombie #1 (191), Zombie #2 (191), Zombie #3 (191)

Physical Attacks: Each Zombie can perform (1) Bite attack per round plus (2) Claw attacks, averaging **26 damage** per attack.

Special:

Protection from the Living Amulet: Each Zombie in encounter 4a and 4b wears an amulet that will (upon a successful saving throw by the Zombie) reflect the spell back at its caster. The Zombie will suffer no effects of the spell and the spell caster will suffer the full effects of the spell as if he/she was the intended target. The amulet only protects the Zombie from spells that are specifically named/designed to target Zombies or the undead.

The Zombies are immune to Charm, Fear and Sleep Spells.

The Zombies are immune to Poison and Psychic damage.

Saving Throws: Can choose to pass any failed saving throw (**2x** per day)

Saving Throws: **+6** to all saving throws

Resistant to **two schools** of magic (½ damage, determine randomly at start of encounter)

On a natural “20” attack roll, can perform one additional physical or main attack the next round

Abilities per round: Each Zombie can perform (1) bite and (2) claw attacks per round.

Death Maze – Encounter #5 Difficulty Level 12

XP Value: 8200 for the Black Ooze

Ability Scores for the Black Ooze: Strength (16), Agility/Dexterity (16), Constitution (20), Intelligence (8), Wisdom (8), Charisma (10)

Armor Class: 9
To hit bonus: +8

Hit Points: Black Ooze (191)

Physical Attacks: The Black Ooze can perform (1) Ooze Touch per round to any target within 2', inflicting 26 points of acid damage. It can also perform (2) Ooze Fling per round to any target within a 20' range, inflicting 26 points of acid damage per successful hit.

Special:

Corrosion: non-magical armor and weapons will corrode if touched by the Black Ooze. Successive rounds of contact with the ooze will result in the destruction of non-magical armor/weapons (DM's discretion).

Splash Back: Whenever a player scores a successful hit against the Black Ooze with any form of physical attack, the player must make a saving throw vs acid or suffer acid damage equal to 20% of his/her maximum health (reduced to 10% if the saving throw is successful).

The Black Ooze will envelope a player's feet if he/she steps into the water.

The Black Ooze will reach out of the water and perform Ooze Touch if any player is within 2' of the water's surface.

If any player attempts ranged attacks, the Black Ooze will perform Ooze Fling at them (20' max range).

The Black Ooze is immune to the following types of damage: acid, cold, lightning, slashing, piercing and psychic.

The Black Ooze is immune to the effects of Charm, Sleep, Silence and loss of control effects and/or spells that require intelligence-based saving throws.

Saving Throws: Can choose to pass any failed saving throw (2x per day)

Saving Throws: +6 to all saving throws

Resistant to two schools of magic (½ damage, determine randomly at start of encounter)

On a natural "20" attack roll, can perform one additional physical or main attack the next round

Abilities per round: The Black Ooze can perform (1) Ooze Touch and (2) Ooze Fling per round.

Death Maze – Encounter #6 Difficulty Level 12

XP Value: 8200 per Burrow Worm

Ability Scores for each Burrow Worm: Strength (15), Agility/Dexterity (17), Constitution (14), Intelligence (11), Wisdom (7), Charisma (11)

Armor Class: 13
To hit bonus: +8

Hit Points: Each Burrow Worm has (191) hit points

Physical Attacks: Each Burrow Worm can perform (1) Bite once per round, averaging 32 points of damage per successful hit.

Special:

Attach and Amputate: After a successful Bite, a Burrow Worm will attempt to attach itself to a player's limb. The player must make a successful saving throw to avoid attachment. If a Burrow Worm attaches itself to a player's limb, it will inflict damage each round thereafter equal to 20% of the player's maximum health (no saving throw can mitigate the damage). If the worm is successfully attached to a player's limb for three consecutive rounds (including the first), then the Burrow Worm will amputate the player's limb. At the beginning of each round, a player can forego all other attacks/abilities and attempt to remove the Burrow Worm from his/her limb. A successful saving throw will remove the Burrow Worm but the player will then be the target of its (1) Bite attack for that round. While it is attached to a player's limb, a Burrow Worm cannot perform its Bite ability but will inflict damage as described above.

When a Burrow Worm dies, it will emit a high-pitched squeal.

Burrow Worms are immune to Charm, Sleep, Silence and loss of control effects and/or spells that require intelligence-based saving throws.

Saving Throws: Can choose to pass any failed saving throw (2x per day)

Saving Throws: +6 to all saving throws

Resistant to two schools of magic (½ damage, determine randomly at start of encounter)

On a natural "20" attack roll, can perform one additional physical or main attack the next round

Abilities per round:

(1) Bite attempt + an attempt to attach to a limb upon a successful bite

- or -

(1) inflict damage equal to 20% of the target's maximum health to any target it is successfully attached to

- or -

Amputate a limb that it has been successfully attached to for three rounds

Death Maze – Encounter #6 Difficulty Level 12

XP Value: 8200 for the Burrow Queen

Ability Scores for the Burrow Queen: Strength (20), Agility/Dexterity (17), Constitution (19), Intelligence (10), Wisdom (10), Charisma (12)

Armor Class: 16

To hit bonus: +8

Hit Points: The Burrow Queen has (229) hit points

Physical Attacks: The Burrow Queen can perform (1) Bite per round, averaging 64 points of damage per successful hit. She can also perform (1) Head Swipe once every two rounds.

Special:

Head Swipe: Once every two rounds, the Burrow Queen can perform a head swipe to one side of its body. Any player within 10' of her must make a saving throw or take damage equal to 20% of their maximum hit points and be knocked prone. Any player who makes a successful saving throw only takes damage equal to 10% of their maximum hit points and avoids falling prone.

Swallow: After a successful Bite attack, the Burrow Queen will attempt to swallow that player if that player is medium sized or less. If the player fails a saving throw, then the queen swallows him. Once inside the queen, the player will suffocate and die within one minute. The Burrow Queen can only swallow one player. The player can be safely removed from the Burrow Queen's body with any sharp edged weapon once she is dead.

The Burrow Queen is immune to Charm, Sleep, Silence and any loss of control effects and/or spells that require intelligence-based saving throws.

Saving Throws: Can choose to pass any failed saving throw (2x per day)

Saving Throws: +6 to all saving throws

Resistant to two schools of magic (½ damage, determine randomly at start of encounter)

On a natural "20" attack roll, can perform one additional physical or main attack the next round

Abilities per round: The Burrow Queen can perform (1) Bite per round and (1) Swallow attempt per round after a successful bite. She can only swallow one player. She can also perform (1) Head Swipe every two rounds.

Death Maze – Encounter #7a Difficulty Level 12

XP Value: 8200 per Giant Rat

Ability Scores for each Giant Rat: Strength (14), Agility/Dexterity (19), Constitution (16), Intelligence (12), Wisdom (12), Charisma (11)

Armor Class: 14

To hit bonus: +8

Hit Points: Giant Rat #1 (191) Giant Rat #2 (191), Giant Rat #3 (191)

Physical Attacks: Each Giant Rat can perform (1) Bite attack per round, averaging 32 damage per attack. Each Giant Rat can perform (2) Scratch attacks per round, averaging 26 damage per attack.

Special:

Saving Throws: Can choose to pass any failed saving throw (2x per day)

Saving Throws: +6 to all saving throws

Resistant to two schools of magic (½ damage, determine randomly at start of encounter)

On a natural “20” attack roll, can perform one additional physical or main attack the next round

Abilities per round: Each Giant Rat can perform (1) Bite and (2) Scratch attacks per round.

Death Maze – Encounter #7b Difficulty Level 12

XP Value: 8200 per Giant Bat

Ability Scores for each Giant Bat: Strength (16), Agility/Dexterity (19), Constitution (15), Intelligence (14), Wisdom (14), Charisma (10)

Armor Class: 15
To hit bonus: +8

Hit Points: Giant Bat #1 (191), Giant Bat #2 (191), Giant Bat #3 (191)

Physical Attacks: Each Giant Bat can perform (1) Bite attack per round, averaging 32 damage per attack. Each Giant Bat can perform (2) Claw attacks per round, averaging 26 damage per attack.

Special:

Lift Off – Any player character weighing 50 pounds or less is at risk of being air lifted by an attacking Giant Bat. The bat can forego its bite and claw attacks and attempt to lift a player to an elevated platform 30' above the room's floor. This is a 2-round ability. If a player fails two consecutive saving throws vs. Lift Off, then the bat picks the player up and drops him off at the shelf and returns to fight the players that remain on the cavern floor.

If a player succeeds on a saving throw versus Lift Off (first or second round), the Giant Bat attempting Lift Off will be able to perform (1) Bite attack during that same round against the same target it attempted to perform Lift Off against.

Saving Throws: Can choose to pass any failed saving throw (2x per day)

Saving Throws: +6 to all saving throws

Resistant to two schools of magic (½ damage, determine randomly at start of encounter)

On a natural "20" attack roll, can perform one additional physical or main attack the next round

Abilities per round:

A Giant Bat can perform three melees attacks per round: (1) Bite and (2) Claw

- or -

Perform the two-round ability Lift Off

- or -

Perform (1) Bite attack versus any opponent during the same round who successfully saves against Lift Off

Death Maze – Encounter #11 Difficulty Level 12

XP Value: 8200 per Hell Hound

Ability Scores for each Hell Hound: Strength (19), Agility/Dexterity (20), Constitution (16), Intelligence (12), Wisdom (12), Charisma (10)

Armor Class: 15

To hit bonus: +8

Hit Points: Hell Hound #1 (191), Hell Hound #2 (191)

Physical Attacks: Each Hell Hound can perform (2) Bite attacks per round, averaging 26 damage per attack.

Special:

Breathe Fire – Each Hell Hound can breathe fire once every three rounds (30' length by 6' wide by 6' high). Each player caught in the fire will suffer 38 points of damage on a failed saving throw and 19 points of damage on a successful saving throw.

Hell Hounds are immune to charm, sleep, fear and fire-based attacks.

Hell Hounds suffer increased damage from cold-based attacks (DM's discretion)

Saving Throws: Can choose to pass any failed saving throw (2x per day)

Saving Throws: +6 to all saving throws

Resistant to two schools of magic (½ damage, determine randomly at start of encounter)

On a natural "20" attack roll, can perform one additional physical or main attack the next round

Abilities per round:

(2) Bite attacks per round

- or -

(1) Breathe Fire every three rounds

The best roleplaying game sessions feature highly detailed NPC backstories. The more knowledge a DM has about the NPCs that interact with his players, the more entertaining the experience is for everyone involved.

13 Character Backstories by Christian Blake provides extremely detailed backstories for thirteen different characters set in the Fantasy genre. The book is available through Amazon in both digital and print format. Additionally, a signed copy of the book can be purchased directly from GlendorsRPGAdventures.com.

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CHARACTER BACKSTORIES

Bartholomew † Gretchen † Penny † Thrax
Captain Hardwick † Beauregard † Jax † Grimel
Templeton † Sissy † Hawk † Roxy † Shirl



Thirteen Character Backstories for use
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