

MAZE OF THE MINDFORGED



AN ADVENTURE FOR 5TH TO 7TH LEVEL CHARACTERS

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MAZE OF THE MINDFORGED IS AN adventure for characters of 5th to 7th level, optimized for a party of 4 characters with an average party level (APL) of 6. After a religious order of dwarven warrior-priests disappeared, the entrance to their hidden temple-maze of traps, challenges, and treasures has been discovered. It is rumoured that a prize of priceless value can be found at the end of the temple's labyrinthine halls, though the few who have ventured inside have not returned. The adventurers are surely brave enough to venture into the maze, but are their minds sound enough to win its prize and escape out of it?

BACKGROUND

The Mindforged were an order of dwarven warrior-priests tasked with protecting the realm from the threat of incursion from the Astral Sea. Long enemies of Yuerg'Sulloth, the Dream Drinker, the Mindforged knew that Yuerg'Sulloth would eventually awaken, and that he must be put back to sleep within the Astral Sea. To prepare themselves and new adherents for the journey of no return into the Graveyard of Gods, the dwarves created the Maze of the Mindforged — a labyrinth so winding and full of frustration that only through tranquillity and focussed intellect could it be bested. The few that could complete it were worthy to join the Mindforged and to venture into the Astral Sea to put Yuerg'Sulloth back to his slumber. The maze tested adherents for decades as part of the long preparation for cosmic battle. When the Mindforged considered themselves prepared, they left the Material Plane behind for the last time, and saved the mortal races from an immortal threat that they never even knew existed. The only structural evidence of their existence was the Mindforged temple, which they left standing as a memento to their quest and as an enduring challenge to future mortals who wished to walk in their footsteps. Those who reach its inner vaults may read from the sacred Tome of the Mindforged, the pages of which are said to hold the secrets to cerebral ascension.

ADVENTURE HOOKS

There are a number of reasons the adventurer's may be drawn to the Maze of the Mindforged. A few of these adventure hooks are outlined below:

Foolhardy hubris. Brouznuki Hornflayer's son, believing he is descended from the Mindforged themselves, has ventured into the maze in an attempt to uncover its secrets. Brouznuki is deathly scared that his son will not return, and has grossly overestimated his own abilities. As a smith, he offers the characters each a master-worked item if they can venture into the temple and find his son.

Tome of the Mindforged. It is said that those who read from the Tome of the Mindforged unlock powerful new capabilities and learn ancient, forgotten secrets of the world. A powerful sage has contacted the characters and offered 1000 gp to each character if they can venture into the Maze of the Mindforged, retrieve the tome, and bring it to him.

A distant dream. One of the characters has recently had a strange dream, where an old dwarf appears in a spectral, purple haze. The dwarf tells them they are "fit for the test" and urges them towards the Temple of the Mindforged, promising that they will find great reward within its halls. This dwarf is an actual member of the Mindforged, communicating with those he sees as worthy from the Astral Sea.

GENERAL FEATURES

The Maze of the Mindforged has been carved into the rock of an isolated, wind-swept mountaintop and has been abandoned for centuries. Unless otherwise stated, its features are described as follows:

Ceilings, Floors, and Walls. The maze is constructed of brown dolomite hewn into thick slabs. Ceilings are 10 feet high. Walls are 3 feet thick.

Doors. Doors are made from beaten bronze and swing outward on their hinges. They have an AC of 17 and 18 (4d8) hit points. They are unlocked.

Light. The maze is dimly lit by ever-burning torches mounted on the walls in its rooms and hallways.

Chests. All chests within the maze are locked, trapped, and empty, requiring a DC 16 Dexterity check using thieves' tools to open. When opened, a creature within 5 feet of the chest must make a DC 15 Dexterity saving throw or take 16 (3d10) piercing damage from a mechanical bolt that fires out from its lid, or half as much damage on a failed save. A character can notice that the chest is trapped with a successful DC 15 Wisdom (Perception) check and disarm the trap with a successful DC 15 Dexterity check using thieves' tools.

Teleportation Panels. A number of arcane teleportation panels can be found throughout the maze. Each of these is part of a linked pair that will instantly transport a creature between them when stepped on. A panel deactivates once it is used. In order to reactivate a panel to use it again, the creature who used the panel must move at least 5 feet away from it in any direction. If a second creature teleports to a panel while the first is still standing on it, the first creature will be pushed backwards 10 feet in a random direction. On the map, these teleportation panels are marked with letters — panels marked with the same letter are linked pairs. These panels, though usually reliable, are sometimes confounding. When any creature uses a teleportation panel, there is a 5 percent

chance they will be teleported to the Room of No Return (area M15) rather than the linked panel.

Illusory Walls. Some walls in the maze are illusory. A character standing within 10 feet of one of these walls can make a successful DC 13 Wisdom (Perception) check to catch them flickering and notice their illusory nature. These walls are marked on the map with the letter "I".

Secret Doors. Secret doors were crafted throughout the temple by the dwarves, contributing to its twisting complexity. They are well-crafted, requiring a successful DC 15 Wisdom (Perception) check to notice.

M1. ENTRANCE HALL

This grand entrance hall is lined with eight great pillars of plain stone that reach the ceiling. Torches are mounted into small alcoves in the wall every few feet. The hallway branches to the east and west; at its southern end, the hallway ends before a pair of double doors, relief-carved to depict a big, staring eye wreathed in flame.

M2. CHEST ROOM

The door to this room is locked, requiring a successful DC 14 Dexterity check using thieves' tools or a successful DC 20 Strength (Athletics) check to open. Inside is a chest, locked, trapped, and empty. A door exits to the northwest.

M3, M4. DORMITORIES

Two beds, with mattresses and pillows of stone, fill these room. A plain wooden end table is beside each bed. A wardrobe lines the east wall. Doors exit to the west and east. The wardrobes are empty. These rooms were used for adherents or challengers to get some rest before, during, or after their attempts to best the maze. They were deliberately constructed to be uncomfortable, encouraging a relentless, single-minded focus on the task at hand.

M5. COMMON ROOM

Two hexagonal tables of beaten bronze are each surrounded by three stone stools. The tables are carved with a spiraling fractal pattern. A door exits to the south.

Secret Door. A secret door in the west wall of this room opens into a small alcove, at the end of which stands a bronze plinth of intricate metal-worked design. Etched into the base of the plinth are the words "leave some stones unturned" in Dwarven. Atop the plinth is a dazzling sapphire on a thick gold chain — a *mindforged pendant* (see page 9).

M6. THE BEATEN PATH

Much of this room is filled by a 9x9 organization of bronze tiles. At the far end of the room, past the tiles in an alcove in the south wall, is a teleportation panel. The walls are bare.





Encounter: Path puzzle. The tiles are enchanted with dwarven abjuration magic to enable a single pathway through the north door to the teleportation panel in the south alcove. A creature who steps on a wrong tile immediately takes 1d10 lightning damage. The room itself is protected with an anti-magic field that cannot be dispelled. A map charting the correct path through this room can be found in the chest inside area M11.

M7. GRAND HALL

Ten pillars line the length of this expansive hall, leading towards a stepped dais at its southern end. Mounted to the wall atop the dais is a glowing ruby, five feet in diameter, set into a clockwork mosaic of bronze and iron in an intricate fractal pattern. In front of the dais are three stone benches, each 10 feet wide. Doors exit to the north and east.

Hazard: Clockwork Ruby. The ruby is enchanted; designed to hypnotize and confuse those who gaze at its beauty. Creatures who look at the ruby and are standing within 10 feet of it must make a DC 15 Wisdom saving throw, becoming incapacitated for 1 minute as they are enchanted by its glow and taking 7 (d6) psychic damage on a failed save, or half as much damage on a successful one.

Secret doors. There are two secret doors in the west wall of this room. Both of them open into opposite ends of a never-ending staircase.

Never-ending staircase. This magical staircase impossibly loops with itself, leading nowhere. A creature travelling from the top down to the bottom will soon find themselves at the top again, and vice versa. A character who makes too many trips up and down the staircase within a short time frame gives themselves a splitting headache that lasts for 1d4 hours.

Hidden staircase. If the characters have reached area M23 and have broken or dispelled the crystal within it, a circular stone panel, previously completely flush with the floor, raises upwards to reveal a descending staircase.

M8. TELEPORTATION PANELS

Behind a secret door in the east hallway is a small room containing two teleportation panels spaced 10 feet apart. The rest of the room is bare.

M9. PENROSE STAIRCASE

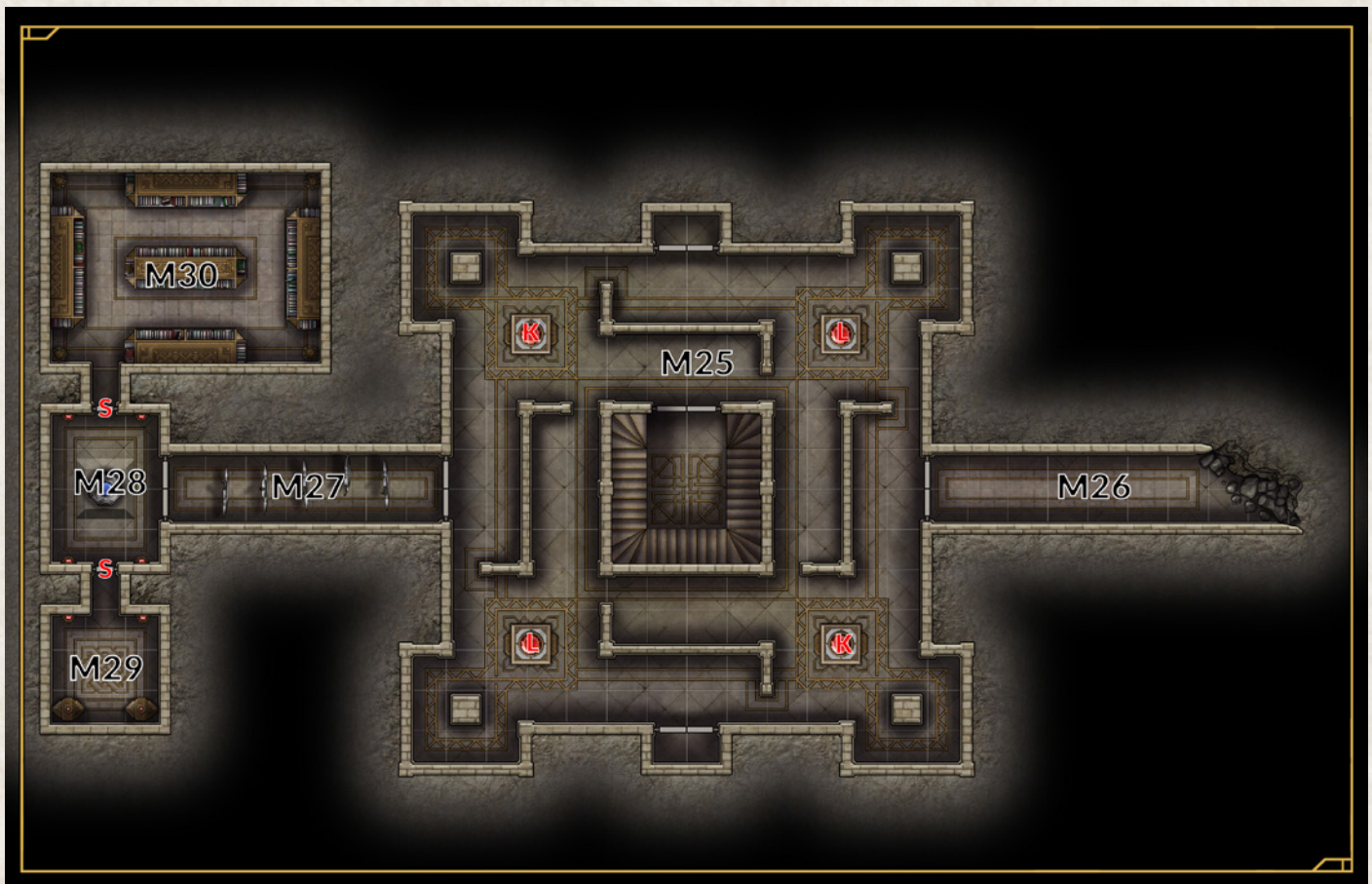
A secret door in the east hallway opens into another short hallway heading south before splitting off into staircases that branch upwards to the east and downwards to the west. On the floor of the hallway before the staircases, an infinity symbol has been etched into the floor. The staircase loops in on itself impossibly. Regardless of which way the characters go, they will eventually end up back where they started, regardless of how many times the loop is completed. A character can infer this by examining the infinity symbol on the ground and making a successful DC 12 Wisdom (Insight) check.

M10. ENDLESS CORRIDORS

This section of the maze appears to be a network of tightly-wound corridors that twist back into themselves needlessly and eventually connect the Grand Hall with the eastern corridor to the north. In one of these corridors, two decaying corpses of dwarves in half-plate armor lie on the ground. Their spirits, two **ghosts**, haunt the corridors, angry that they got lost inside the maze and were defeated by it. They follow the characters through the corridors for a time, wailing and cursing about "walls that aren't there" before appearing and attacking.

Encounter: Ghosts. One of these ghosts is the spirit of Whudmor Hornflayer, son of Brouznuki. He and his companion died in the maze after being chased and killed by one of its guardians while trying to navigate the corridors. On his corpse is a pendant engraved with his initials.

Illusory Walls. A section of these corridors is hidden behind illusory walls. Beyond one of these walls is a staircase that descends downwards into the second level of the maze (the hallway between areas M21 and M22).



MII. BEATEN PATH KEY

This 35-by-15-foot room is empty save for a chest in the middle and a teleportation panel at either end.

Treasure: Chest. This chest is locked and trapped, but it is not empty. Inside is a single stone tablet with a 9x9 square pattern and a single jagged line etched into its surface. This tablet is the key to navigating to the teleportation panel in area M6 (see page 9 for reference).

MI2. WEST HALLWAY

A teleportation panel is set into an alcove in the middle of this hallway, which runs north-south and splits off in various directions to the east.

Secret doors. There are two secret doors in this hallway; one at its north end and one near the southern end of its west wall.

MI3. LASER HALLWAY

A series of magical laser beams flash in intermittent patterns within this hallway. Any creature that comes into contact with the lasers immediately takes 22 (4d10) psychic damage. A character who makes a successful DC 18 Dexterity (Acrobatics) check can move through the hallway without coming into contact with any lasers. Characters who roll lower than 10 on this check must attempt another roll to bypass the lasers. Alternatively, a character who makes a successful DC 12 Intelligence (Investigation) check can understand and anticipate the flashing pattern to successfully navigate the hallway without triggering the lasers.

MI4. ROOM OF DESIRE

This room is bare, save for two amethyst gems mounted on stone plinths on opposite sides of the room. Two doors exit to the north.

Hazard: Desire. Any creature who enters this room must immediately make a DC 16 Wisdom saving throw. On a failure, the creature believes that it has entered a place that holds its innermost wants and desires, and becomes infatuated and incapacitated. A creature may repeat the saving throw every hour. This effect is powered by a complex spell which uses the two amethyst gems as active components. The effect can be ended by shattering the both of the gems.

MI5. ROOM OF NO RETURN

Creatures may be teleported to this room when using any of the teleportation panels throughout the maze. A teleportation panel is mounted on a 5-foot-wide stone platform in the middle of this room, the rest of which is

a spiked pit 15 feet deep. As per the teleportation rules, a creature must move 5 feet away from a panel in any direction before it can be reactivated. A creature who manages to reactivate and use the panel in this room is teleported back to the panel that originally brought them here.

Hazard: Spiked Pit. A creature who falls into the spiked pit must make a DC 16 Dexterity saving throw, taking 16 (3d10) piercing damage on a failed save, or half as much damage on a successful one. A character can climb out of the pit and back up onto the pedestal with a successful DC 16 Strength (Athletics) check.

MI6. SCHOOL SPHERES

Inside this chamber are six glass spheres filled with colorful light, each bearing a different runic mark and arranged equidistantly in a hexagonal pattern around the room. A towering bronze statue of a dwarven mage stands in the northeast corner of the room. Doors exit to the north, east, and south.

Encounter: Schools of Magic. Each door to this room magically seals shut after exactly 30 seconds have passed after a creature first enters it. A character can make a successful DC 10 Intelligence (Arcana) check to determine the runic marks on the spheres correspond with the six different schools of magic. Casting any spell at a sphere from its associated school will activate it. After all six spheres have been activated, the doors become unsealed. Alternatively, smashing all six spheres will unseal the doors and activate the statue of the magi, which immediately attacks the characters and fights until it is destroyed.

The statue of the magi uses **clay golem** statistics, with the following modifications:

- It has 110 hit points
- Its Charisma score is 16 (+3)


New Trait: Innate Spellcasting. It can innately cast the following spells (spell save DC 13, +5 to hit with spell attacks), requiring no components:

3/day each: *flaming sphere*, *counterspell*, *entangle*, *see invisibility*, *hold person*, *color spray*, *inflict wounds*, *slow*

MI7. STEPPING STONES

A number of stone tiles are suspended in air at ground level above a seemingly endless black void below. Each tile is at least five feet apart from another tile, and some tiles are spaced up to 15 feet apart. Doors exit to the north and south at opposite ends of the room.

Hazard: Navigating the Void. The true floor of this room is only 10 feet below the stone tiles; the black void is a powerful illusion of the maze. Jumping from one stone tile to another requires a successful DC 12 Dexterity (Acrobatics) check. A



character who fails this check falls into the illusion below, disappearing from view, taking 16 (3d10) psychic damage, and becoming paralyzed for 1 minute. After becoming paralyzed in this way, a character is immune to these effects for 1 hour.

M18. CONNECTING HALLWAY

The walls diverge into two connecting hallways that form a square pattern. Double doors exit to the east and west.

Secret Staircase. These hallways wrap around a hidden staircase into the vault that descends from the grand hall (area M7) above. A character who makes a successful DC 15 Intelligence (Investigation) check of the interior walls in these hallways can determine that they are hollow, unlike the majority of the walls within the maze. If the characters reached this level through descending the east staircase, a character who makes a subsequent DC 18 Wisdom (Insight) check can determine that this room is directly below the grand hall above, and that the strange shape of the room may suggest a hidden chamber.

M19. BALANCING ACT

There are eight 5-foot-by-5-foot stone panels in this room that stand out from the stonework of the walls and floor. Four of these panels are raised a few inches above the floor and arranged in a 4x4 pattern in the middle of the room, while the other four are set a few inches below the floor and are arranged individually near the four corners of the room. Doors exit to the north, west, and south.

Leveling puzzle. Each door to this room magically seals shut after exactly 30 seconds have passed after a creature first enters it. Opening the doors to the room requires all of the stone panels to be level with the floor. A character can make a successful DC 10 Intelligence (Investigation) check to learn that the central panels move when pressure is applied. Placing between 20 to 30 pounds on each of the central panels will cause them to lower and their corresponding outer panels to rise so they align with the floor. Weight less

than 20 pounds or greater than 30 pounds on a single central panel results in an unbalanced panel.

M20. LEVER SWITCHES

This otherwise bare room contains four bronze levers in two sets of two on the north and south walls. Doorways exit to the east and west. As soon as a creature enters the room from either the east or west entrance, two portcullises slam downwards and block the alternate exit, 5 feet apart from one another.

Gates and Levers. To open the gates, the levers must be used in parallel pairs. The front lever pair will open the first gate and the second lever pair will open the second gate. Which level pair is the front and which is the back is dependant on the direction from which the room is entered — the lever pair closest to the entrance point acts as the front pair. Using a single lever will have no result. Once levers have been pulled and the portcullises have been raised, they keep their positions unless otherwise adjusted.

M21. MAGNETIC FIELD

A teleportation panel rests on a dais in between two stone pillars in the middle of this room. Doorways exit to the north and south.

Hazard: Magnetic Field. A magical magnetic field cloaks this room and prevents any creature wearing half-plate or heavier armor from proceeding. Characters with metal weaponry can carry their weapons through the room with a successful DC 12 Strength (Athletics) check. Plate armor must be removed and left behind or stored in a bag of holding or similar. The magnetic field can be dispelled with the casting of *dispel magic* and a successful DC 17 ability check using the caster's spellcasting ability.

M22. WINDING WALLS

These many hallways frequently lead to dead ends and sharp turns. At the end of two hallways within these corridors are two teleportation panels. The maze opens to the west, south, and south east.

M23. DEAD END

A teleportation panel is mounted on a dais in the middle of this otherwise bare room. A blue crystal hangs from the ceiling on a short bronze chain directly above the dais, 9 feet from the floor.

Hazard: Trapped Panel. As soon as a creature steps on the panel in this room for the first time or is teleported here via its linked panel, they must make a DC 16 Dexterity saving throw as a reduced-damaged chain lightning spell fires from the crystal, taking 13 (3d8) lightning damage on a failed save, or half as much damage on a successful one. The crystal continues to fire the reduced-damage chain lightning spell every round until it is either dispelled or destroyed. The crystal has AC 18 and 10 hit points. Breaking or dispelling the crystal reveals the hidden staircase in the floor the grand hall (area M7). Characters with a passive Perception of 14 or higher can hear the shifting and grinding of stone coming from the floor above them.

Secret Door. A secret door in the east wall leads towards a second secret door just a few feet behind it, and after that the winding walls of area M22.

M24. HIDDEN STAIRCASE

This staircase descends downwards from the top level, past through the second level, and down into the vault level of the maze. The staircase ends at a pair of double doors to the north.

M25. VAULT GAURDIANS

This expansive room is filled by a large central column that houses the hidden staircase. Winding half-walls cut the room into smaller pieces in the cardinal directions. Single pillars stand in alcoves in the four corners of the room. There are four teleportation panels to the northwest, northeast, southwest, and southeast. Doors exit to the north, west, east, and south.

Encounter: Guardians. A **shield guardian** and two sets of **animated armor** are stationed in this room and immediately attack any characters that emerge from the hidden staircase. The shield guardian can cast lightning bolt using an action, as a function of its spell storing feature. The shield guardian and the suits of animated armor use the linked teleportation panels in this room to their advantage in combat.

North and south doors. The north and south sets of double doors are diversions. Behind each set of these doors are two

bronze **gargoyles** that animate when the doors are opened and fight until they are destroyed.

M26. COLLAPSED HALLWAY

Double doors open into a hallway that is completely blocked off by a ceiling collapse. This hallway originally acted as a secret exit from the maze. Clearing a pathway through the rubble would take several days worth of work by a team of excavators.

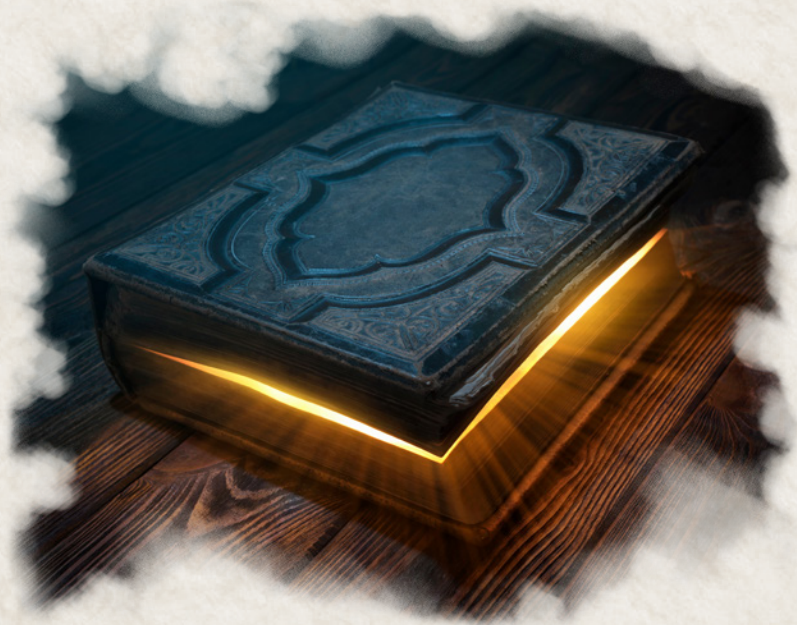
M27. SWINGING BLADES

This 10-foot-wide, 35-foot-long hallway is filled with five swinging blades that move between the walls. Doors exit to the east and west. Any creature that comes into contact with the blades immediately takes 22 (4d10) slashing damage. A character who makes a successful DC 18 Dexterity (Acrobatics) check can move through the hallway without coming into contact with any blades. Characters who roll lower than 10 on this check must attempt another roll to bypass the blades. Alternatively, a character who makes a successful DC 12 Intelligence (Investigation) check can understand and anticipate their swinging pattern to successfully navigate the hallway and avoid the blades.

M28. FALSE REWARD

A fist-sized blue gemstone sits on a stone pedestal in this otherwise empty room. It glows with blue light. The gemstone is worthless. It is made of glass, and enchanted with a simple continual *light* spell.

Secret doors. Secret doors in this room are hidden in the north and south walls.



M29. TREASURE TROVE

Two heavy bronze chests rest against the south end of this small room. Shelves along the walls are piled with gold coins, art pieces, and other valuable artifacts.

The chests in this room are unlocked and filled with treasure. The dwarves left everything of value that they had in this room after they departed for the Astral Sea.

Treasure. To determine the contents of this room, roll on the CR 5-10 treasure hoard table in the DMG. Alternatively, fill the room with the equivalent of 1000 gp worth of valuables and two rare-quality or lesser magic items of your choice.

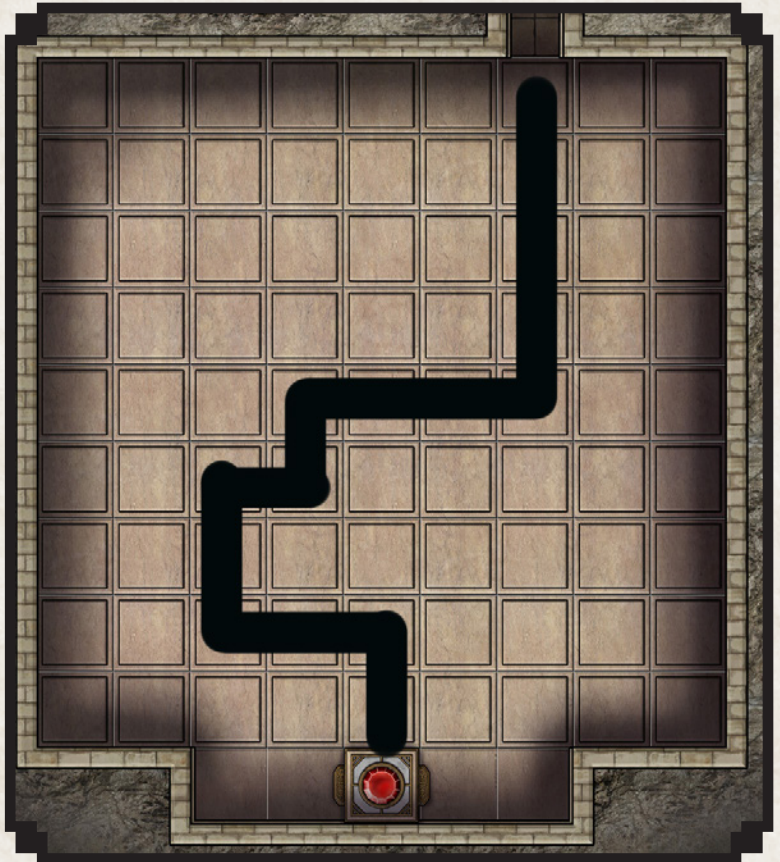
M30. LIBRARY OF THE MINDFORGED

This room is filled wall-to-wall and floor-to-ceiling with bronze shelves packed with tomes, scrolls, and ancient texts. A character who searches this room and makes a successful DC 12 Intelligence (Investigation) check can find lore on almost any topic they are interested in, from magical items to historical events to ruined cities. Sitting on one of the central shelves are a *tome of understanding* and a *tome of clear thought*.

AFTERMATH

All documents in the library of the Mindforged are protected with powerful abjuration magic that erases any and all of their contents if they are removed from the maze. If the characters spoke with Brouznuki before entering the maze, they may return to him to inform him of his son's death. Brouznuki is beside himself, but appreciative of the adventurers' efforts. All puzzles and traps in the maze of the Mindforged magically reset after 10 years have passed.

BEATEN PATH KEY



Mindforged Pendant

Necklace, uncommon

The wearer of this pendant has advantage on Wisdom saving throws and is resistant to psychic damage.

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