

The Mindforged Temple

These are some ideas for traps and puzzles to use when running the 'Mindforged Temple'. This does not include specifics such as ability check DCs, damage amounts, treasure rewards or enemy classifications, so you should tailor these to fit the capabilities and level of your party. Most of these puzzles are intellect based, so should not overly tax your parties health, but may use up their other resources.

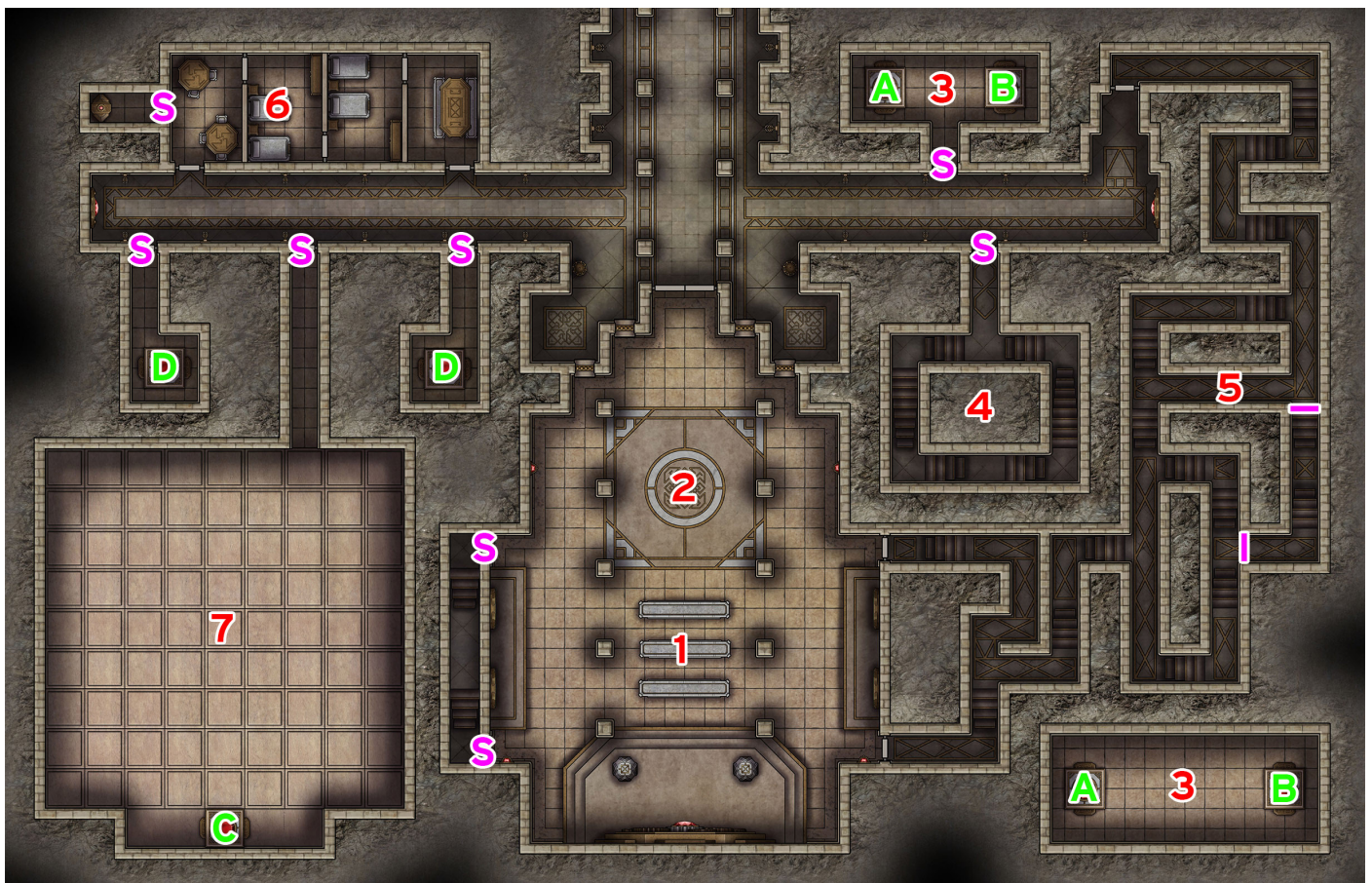
Background

The mindforged were a religious sect of the dwarves who previously inhabited the abandoned kingdom. Above all else they respected intellect, learning and a calm mind. To ensure a high level of capability among their number, acolytes would have to pass a test, a hidden maze somewhere within the temple complex. It is said that a great treasure lies at the end of the maze, to be claimed by those who are worthy.

The puzzles and traps found throughout the complex are not solely intended to test the intelligence of the acolytes, but also attempt to infuriate them. Only those with an inner stillness and patience to match their keen mind will succeed. Therefore there are a number of 'red herrings', dead ends and pointless loops scattered among the other tests.

Level 01 - Temple Entrance

As well as including the actual temple entrance, and two possible ways in to 'The Maze', this level has a few red herrings that will hopefully set the party up so when they complete the maze only to realise it led them back to where they started, they won't be too surprised/frustrated. It can also introduce the concept of the teleportation panels.



KEY

X - Area

X - Connected Teleportation Panels

S - Secret Door

I - Illusory Wall

Teleportation Panels

A number of arcane panels can be found throughout the temple complex. Each of these is part of a linked pair that will instantly transport a creature between them when stepped on.

In order to re-activate a panel and return to the original point, the creature must move at least 5 ft away from it in any direction and then step back on it.

If a second creature teleports to a panel while the first is still standing on it, the first creature will be pushed 5ft in a random direction.

Areas

01 - The Mindforged Temple - The true entrance to the Treasure Vault is within the temple, hidden beneath the stone pattern on the floor. Until the maze has been completed, by entering on one side and exiting the other, this entrance can not be uncovered. The tenets of the Mindforged order can be found written on the plaques on the walls. Explain to the party the importance of intelligence and patience when attempting the tests. Perhaps hint that not all puzzles are meant to be solved, and instead are intended to cause one to think on greater matters. A set of stairs are hidden behind two secret doors, however these stairs somehow lead back into the temple.

02 - Vault Entrance - After the maze has been completed, any party member who returns to the temple with a high passive perception will notice the circular section of the floor is raised a few inches. Removing it with magic or a strength check will cause the rest of the floor to retract and the hidden stairway to be revealed.

03 - Teleportation Loop - Introduces the concept of the teleportation panels (if they find it), but just loops back on itself.

04 - Escher staircase - The party enters and sees a stair going down to the right and up to the left. Regardless of which way they go, they eventually end up back where they started, no matter how many times they complete the loop. The infinite symbol on the ground is a hint to this.

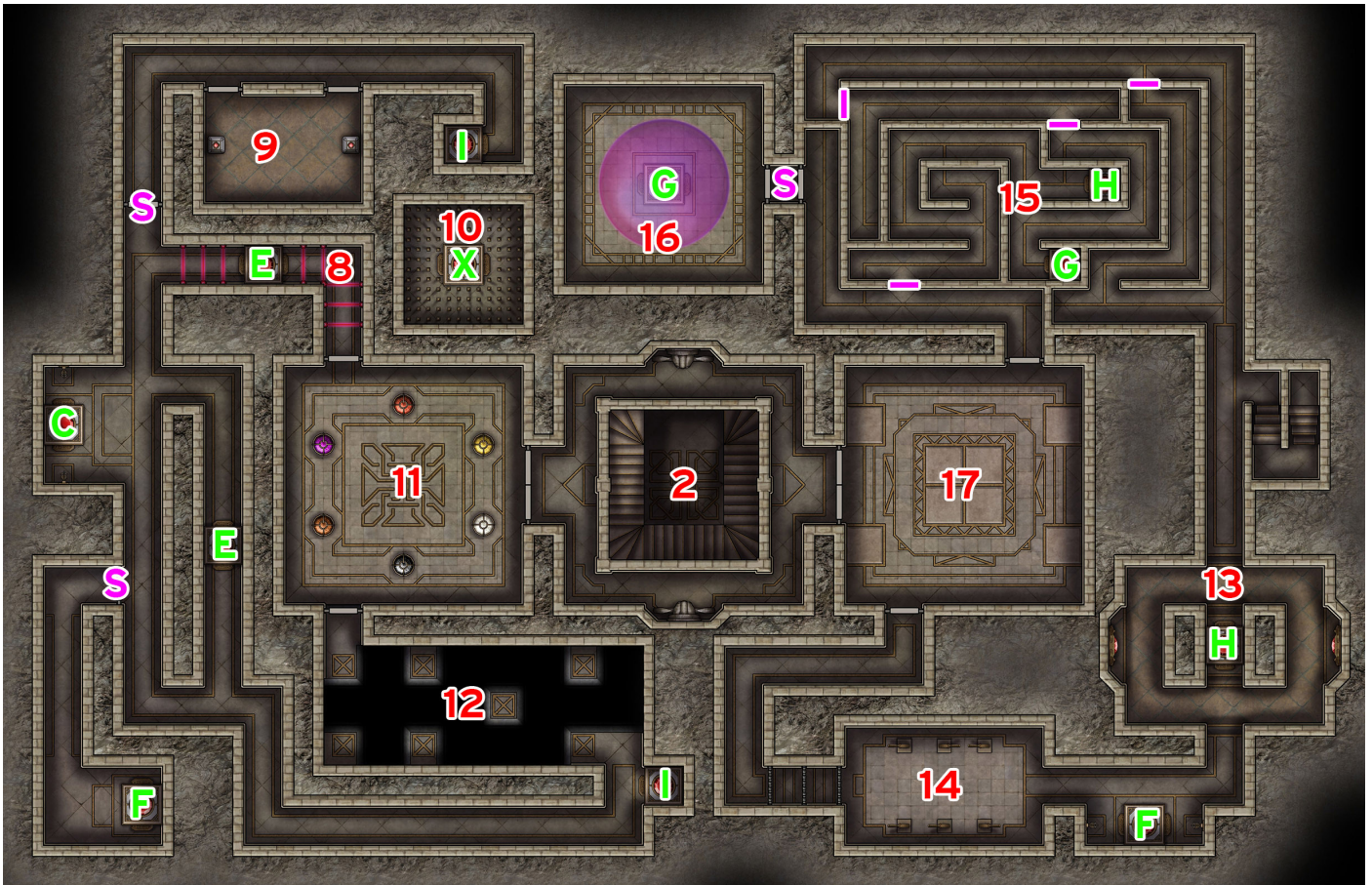
05 - Endless Corridors - At first glance this is just a pointless maze of corridors connecting to the side entrance of the temple, with a series of steps going up and down along the way. A section of the corridors is hidden behind illusory walls. Walking the correct way down one particular set of steps leads behind these walls will lead through the illusory floor and into the maze below. This is one of two entrances/exits to the maze.

06 - Dorms - These rooms contain beds and furniture and appear to be dorm rooms for the acolytes. Each intermediate door is trapped and locked, and each room contains a hidden empty chest, also locked and trapped. After getting through all of them, they are led back to the main corridor with nothing to show (unless they find the secret compartment with the actual treasure chest).

07 - Minesweeper puzzle - This 9x9 room is an equivalent size to a 'beginner' level of minesweeper. You can use free online resources to generate a puzzle. Each tile is a pressure plate and when stepped on will act as though the square has been 'clicked' in minesweeper. If a 'number' tile is stepped on, the relevant numbers will appear on it and other surrounding squares. A 'clear' tile should also be indicated as such. If a 'mine' tile is stepped on all creatures within 5ft will take damage from a spell. For a harder challenge, introduce a time limit. The teleportation panel at the far side of the room will lead to the maze below. This is one of two entrances/exits to the maze.

Level 02 - The Maze

The party will enter either from the teleportation panel in the minesweeper room or from the endless corridors. They will ultimately exit through the other one if they 'complete' the maze and return to the Temple Entrance level.



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Areas

08 - Lasers - A series of laser beams are flashing intermittently. If crossed while active, they will cause damage. Each party member can attempt a high difficulty Dexterity check to pass each one individually, or a high difficulty Intelligence check to understand and anticipate the pattern and pass all safely at once. Other intelligent means such as using mirrors to deflect the beams may also work at the DMs discretion. The teleportation panel in the centre can be avoided or used.

09 - Room of Dreams - Upon entering the room, a creature must make a Wisdom check. A fail will cause the creature to believe it has entered a place that shows it's innermost wants and dreams, and they will not be able to leave. The effect can be ended by breaking the two gems in the room, or passing another Wisdom check after one minute has elapsed.

10 - Room of No Return - When any creatures uses a teleporation panel, roll a D20. On a 1, they are teleported here instead. Any creature using the same origin panel within 60 seconds will also be sent here. In order to re-activate the panel and return to the original point, the creature must move at least 5 ft away from it in any direction and then step back on it. If a second creature teleports to the panel while the first is still standing on it, the first creature will be pushed 5ft in a random direction. Any creature touching the surrounding spikes will take damage.

11 - The Spheres - After the party enters the room, all of the doors are magically sealed. This room contains 6 glowing spheres made of crystal. Each sphere corresponds to a different school of magic. Casting any spell from that school into the sphere will activate it. When all spheres are active, all doors in the room will open.

12 - Stepping stones - This room has series of stepping stones that will require an Acrobatics/Athletics check to jump between, and an apparently endless void below. If any party member fails their check they fall into the void. The floor is actually only 5 ft below and the blackness is an illusion. However as soon as anyone falls in they are paralysed for 1 minute (no save), fall prone and are hidden from view. Watch the party panic as they try to save their friend, only for them to stand up confused 60 seconds later. After being paralysed once, a creature becomes immune to the effect.

13 - Magnetic field - Any PCs wearing metal armour will not be able to move through here and will be stuck in place. To proceed they will need to remove it and leave it behind or store it in a Bag of Holding or similar.

14 - Lever Switches - This room contains 6 levers and three gates. To open the gates, the levers must be used in parallel pairs. Using a single lever will have no result. The two levers on the eastern side will open/close the 3rd gate, the two levers in the middle will open/close the 1st and 3rd gate, the two levers on the western side will open/close the 1st and 2nd gate. Leaving and returning to the room will reset the puzzle. If the party enters the room from area 16, there are hidden switches within the walls that work in the same way as the levers.

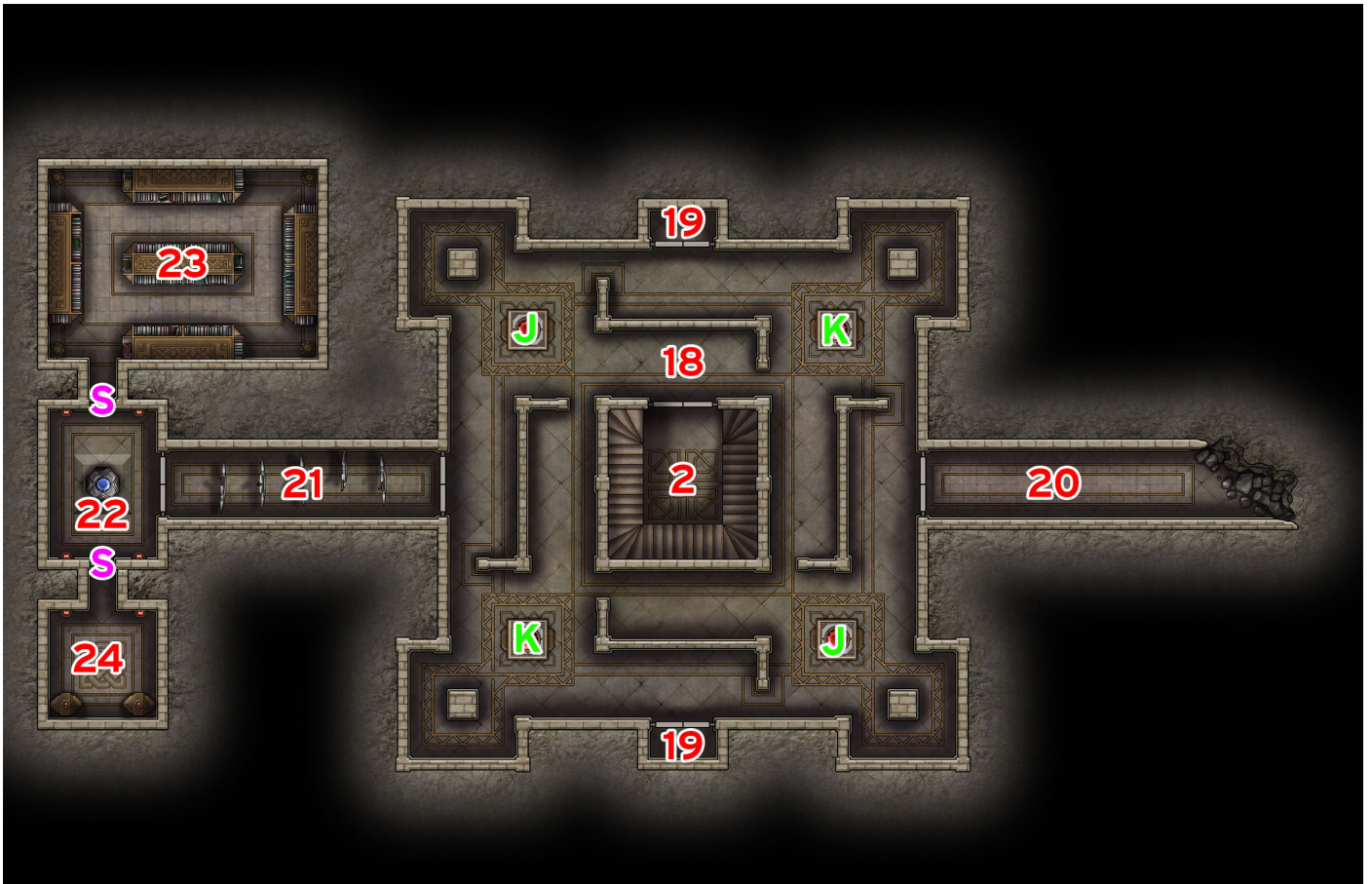
15 - Impossible Maze - This maze will appear to be blocked in certain areas, but some of the walls are illusory. The lines on the floor may appear to provide the correct answer, but this is a deliberate mis-direction.

16 - If a creature enters this space via the teleportation panel or steps on the panel for the first time, a low level antimagic field instantly appears, centred on the panel. This shuts down the teleporation panel and all spells below a certain level cast within the dome will fail. The dome can be removed with a high level dispel magic, or by destroying a hidden gem within the room, outside the dome.

17 - Trial of Balance - After the party enters the room, all of the doors are magically sealed. There are four panels in the centre of the room and four corresponding panels in the corners. The central panels are raised slightly above the ground and the corner panels are sunk slightly below the ground, they are currently unbalanced. Placing between 100-150lbs on the central panels will cause them to lower and the corner panels to raise to be level with the ground, so they are balanced. Placing more than 150lbs on the central panels will cause them to lower below the ground and the corner panels to raise above the ground, so they are unbalanced. When all 8 panels are balanced, all doors in the room will open.

Level 03 - The Vault

After completing the maze, the party can enter this level via the hidden central stairs.



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Areas

18 - Encounter room - This room contains guardians that will awaken if any creature enters the room and they will try to repel any intruders. Teleportation panels in the room can be used by or against the party to move around. The guardians know how they connect. There are 4 sets of doors leading from this room, one on each side.

19 - Additional guardians are dormant in here. Opening the door will activate them.

20 - Dead End - A collapsed tunnel has closed off this area.

21 - Swinging Blades - Similar to the Laser trap from [08]. High Dexterity check to pass each blade individually, or Intelligence check to pass all in a single go. A failure will cause high damage. A hidden switch at the far end of the corridor stops the blades.

22 - False Treasure - A large blue gemstone sits on a pedestal. On closer inspection it is made of glass.

23 -The Vault - The true treasure of the Mindforged, a library of all their knowledge. Reward the players with some lore they have been searching for, spells for Wizards etc.

24 - Treasury - A hidden store of the Temple's gold supply and valuables.