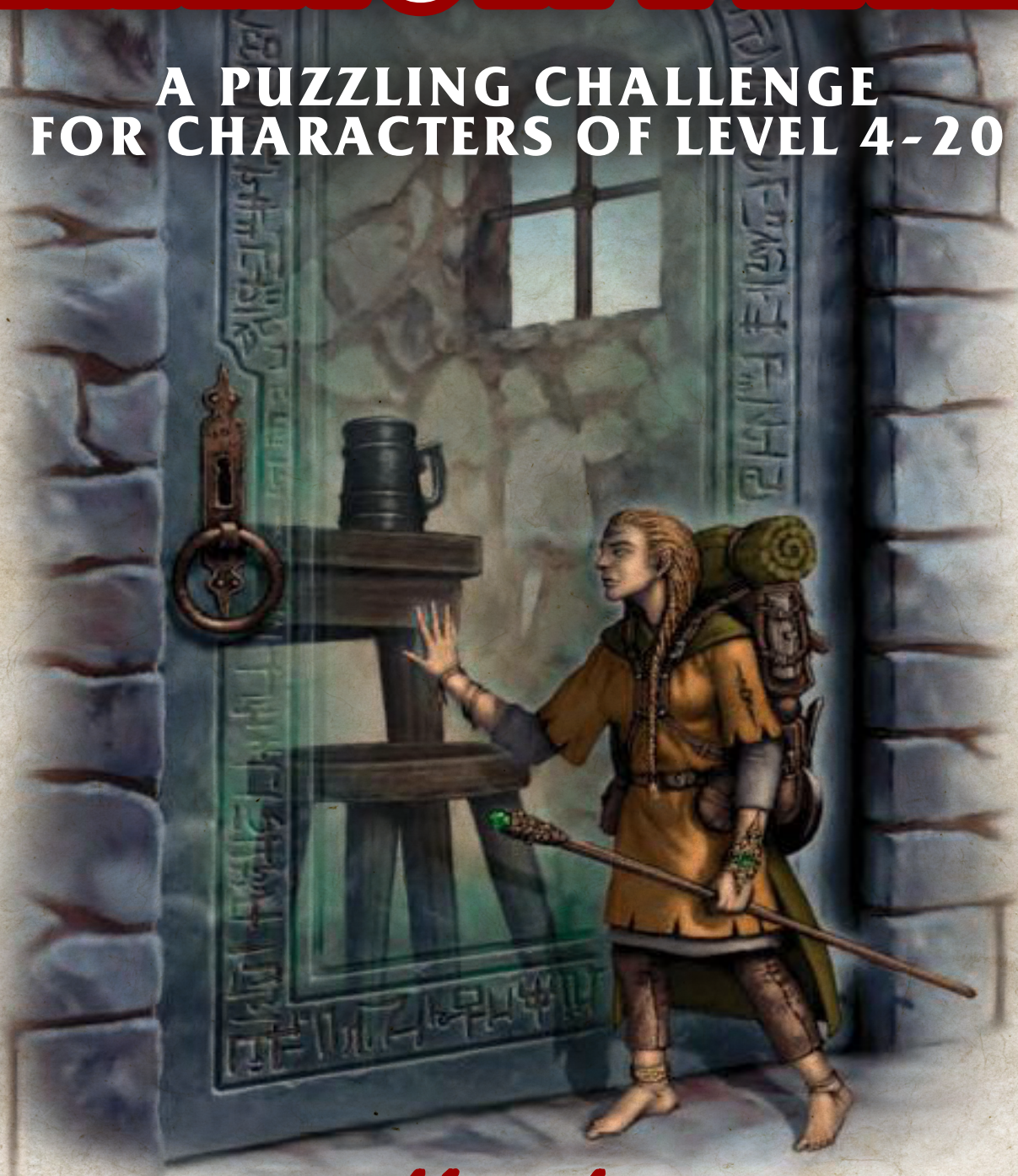


# TASHA'S MAGICAL MIRROR MAZE

A PUZZLING CHALLENGE  
FOR CHARACTERS OF LEVEL 4-20



*Created by Jordan Jones*





# TASHA'S MAGICAL MIRROR MAZE

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**T**his maze challenge is designed to be put into any and all settings. It could be used within a strange evil vampire's castle as the entrance to a vault of magical items, or in the ancient ruins of a forest in a long overgrown area. You, as the Dungeon Master decide where the entrance will be and then where it leads to. Your adventurers will need to use all their wit, intelligence, and just a bit of luck to make it through this labyrinth of magical mirrors.

*DM Tip: This is a very complicated magical maze but the solution to the maze is actually very simple. Can be found on Page 6 of this guide. We recommend reading through this entire module and know the general layout of the maze first.*

## The Archway Entrance

The entrance to the maze is a large archway made of dark nearly black stone. The Archway is covered in ancient arcane runes and magical glyphs. Upon further inspection (Arcana DC 13 check) the adventurers will discover that stepping through the archway together and focusing on wanting to gain entrance they will then enter the first of many rooms. Have every player make a DC 16 Check using either their spellcasting mod or WIS if they do not cast spells. If they fail the check, and if they are a spell casters they lose their 2 highest level spell slots they have available, or if they have no spell slots they immediately lose one-third their current hit points (rounded down). On a success, nothing happens and they pass unharmed into the first room.

When passing through the archway they immediately enter Room #1

*DM Tip: You can decide where and how the archway is positioned. It could be out in the middle of a forest or in the middle of ancient ruins, or even as part of a hallway in an existing structure. You decide!*

## Room 1

After the DC check of passing through the archway is complete read the following to the players.

*As you step inside the air is immediately dry, stale, and smells faintly of ash. The dust from each of your steps makes a small plume appear around your feet. The only sound you hear is the soft thuds of your feet and the blood pumping through your ears. You see a simple circular shaped room about 25 feet wide and 9 feet tall, with a large 3 foot wide by 4 foot tall tripod, with a round bowl shaped brazier in the center of the room. The walls curving around from the archway are bare roughly hewn rock.*

*Opposite the archway on the far wall you see three large metal plates surrounded by large ornate gold metallic frames. Above each frame etched deep in the stone is a single letter. Each of the letters is written in a different language.*





The letters over the 3 mirrors (From left to right) are:

- “A” - (Written in Celestial)
- “B” - (Written in Elvish)
- “C” - (Written in Primordial)

You can also refer to the attached map for details about what letter is over what mirror in each room. Any player with a passive perception of 16 or more will notice the letter “Z” (written in Draconic) etched over the archway from which they entered.

If a player tries to walk out the archway they must make a DC 15 STR save. On a fail, they take 2d6 force damage and they are knocked back on their back falling prone. If they succeed they take half as much damage and are not knocked prone but the magical barrier will not allow them to pass. They must proceed forward.

## ■ THE BRAZIER

The brazier in the center of the room has the ashy remnants of a long burnt out fire. Around the edge of the brazier acid etched into the metal is a phrase in Draconic.

*“Darkness gets you nowhere in the pursuit of greatness. Follow order and light to your end.”*

If a detect magic spell is cast on the brazier, it glows with a bright aura of Conjuraction magic.

Substances that normally burn in a regular fire will burn twice as fast in this fire. A small bundle of wood (Or bundle of arrows) will burn for 15 mins. A vial of oil will burn for 5 mins and an hour of lamp oil will only burn for 30 mins. As the DM you determine how long the brazier will burn for.

*DM Tip: To add a bit of urgency you can also use a sand timer to denote the amount of time that is left on the brazier. (Turn the timer on its side if you have to give any explanation or if you determine a roll needs to be made.)*

At any point if the brazier runs out of fuel the mirrors will stop working and will turn to solid metal again trapping anyone who is within the maze until the brazier in Room 1 is lit again.

## ■ THE MIRRORS

Until the brazier is lit with any substance that burns, the metal plates are not reflective (Magical fire or light spells will not work). They have a dull gray hue and no reflective finish at all and only faintly have a Conjuraction aura when the Detect Magic spell is cast. Once a fire is lit in the brazier read the following:

*As the fire of the brazier lights up the room you turn to see each of the 3 metal plates begin to shimmer with a magical blue-ish glow and the metal ripples like a pool of molten liquid. Eventually the ripples settle and you can see a perfect reflection of the room you are standing in. The only difference is that you can only see yourself in the mirror. The other party members and the brazier are missing from the mirror's reflection.*

When a player reaches a mirror and touches the surface with their hand, depending on which mirror they entered the room from and then which mirror they touch, they are instantaneously transported to a different mirror using the corresponding tables that are unique for each room. (For Example when they first enter the maze they have come from the archway “z” and they touch mirror “B” then they are transported to Room 3, mirror A.)

From the other characters point of view they see the person go up to the mirror and as soon as they touch it they disappear and a duplicate mirror image of that character can be seen in the mirror. When they lift their hand away from the mirror their reflection fades and they disappear.

## ■ ROOM 1: MIRROR PATHWAYS:

If they entered from <u>ARCHWAY Z</u> and...	
They touch...	It leads to...
Mirror A	Room 2: Mirror A (This is the correct path to get out)
Mirror B	Room 3: Mirror A
Mirror C	Room 4: Mirror A

If they entered from <u>MIRROR A, B, OR C</u> and...	
They touch...	It leads to...
Mirror A	Room 5: Mirror A
Mirror B	Room 5: Mirror B
Mirror C	Room 5: Mirror C



## Room 2

When the first character enters this room read the following:

*As you touch the mirror you instinctively blink and the image changes around you. Turning from facing the mirror you see this room is triangular in shape with each wall being 25 feet long. In the center of each wall is a mirror identical to the ones in the other room. In the center of this room is an identical brazier lit with fire just like the one in the first room*

*In one corner of the room between two of the mirrors is a skeleton of what looks like a dwarf. His corpse is covered in dust and has not been touched in an extremely long time.*

Upon inspection the brazier in this room is an illusion. It is a visual representation of the one that sits in Room 1. If they decide to investigate the body, an investigation check of DC 14 will find a bag of 21 gold pieces and a single item from the Magical Treasure tables found in the Dungeon Masters Guide based on the level of the characters. (Roll to see what item they might find) On a fail, they only find the pouch of gold.

*Swords, Shields, and even  
Magic won't do you much  
good in this maze. It's  
all about your mind.*



The three mirrors in the room each have a letter over them. The letters over the mirrors (Going clockwise around the room) are:

- “A” - (Written in Common)
- “B” - (Written in Dwarven)
- “C” - (Written in Elvish)

### ROOM 2: MIRROR PATHWAYS:

#### If they entered from Mirror A and...

They touch...	It leads to...
Mirror A	Room 3: Mirror A
Mirror B	Room 3: Mirror B (This is the correct path to get out)
Mirror C	Room 3: Mirror C

#### If they entered from Mirror B or C and...

They touch...	It leads to...
Mirror A	Room 4: Mirror A
Mirror B	Room 4: Mirror B
Mirror C	Room 4: Mirror D

## Room 3

When a player first enters this room read the following:

*As you turn from the mirror and take in this room it is noticeably hotter than the other rooms that you have been in. Each moment you are in this room the temperature seems to rise.*

*You glance around and see that each corner of this square room has a pillar of red and yellow hot lava running down from ceiling to floor. They seem to be running from a hole in the ceiling to a hole in the floor.*

*In the center of each wall is a mirror identical to the ones in the first room. In the center of the room is an identical brazier lit with fire just like the one in the first room. Staying in this room too long is probably not advisable.*

This room is a square shape with 20 foot long walls and any player who spends more than 1 minute in this room will begin to take 1d6 fire damage per round. The same rules apply to this room as room #2 for the brazier.



The four mirrors in this room each have a letter over them.  
The letters over these mirrors (Going clockwise around) are:

- “A” - (Written in Undercommon)
- “B” - (Written in Sylvan)
- “C” - (Written in Abyssal)
- “D” - (Written in Celestial)

### ROOM 3: MIRROR PATHWAYS:

If they entered from <u>MIRROR B</u> and...	
They touch...	It leads to...
Mirror A	Room 4: Mirror A
Mirror B	Room 4: Mirror B
<b>Mirror C</b>	<b>Room 4: Mirror C (This is the correct path)</b>
Mirror D	Room 4: Mirror D

If they entered from <u>MIRROR A, C, OR D</u> and...	
They touch...	It leads to...
Mirror A	Room 1: Mirror B
Mirror B	Room 1: Mirror C
Mirror C	Room 2: Mirror B
Mirror D	Room 2: Mirror C

## Room 4

When a player first enters this room read the following:

*As you turn from the mirror and take in your surroundings this room is noticeably colder than the other rooms that you have been in. Each moment you are in this room the temperature seems to drop as if the life is being sucked out of you. You are not sure where the cold is emanating from but staying in this room too long is probably not advisable.*

*In the center of each wall is a mirror identical to the ones in the other room. In the center of the room is an identical brazier lit with fire just like the one in the first room.*

This room is a pentagon shape with 15 foot long walls and any player who spends more than 1 minute in this room will begin to take 1d6 cold damage per round. The same rules apply to this room as room #2 for the brazier.



The five mirrors in the room each have a letter over them. The letters over the mirrors (Going clockwise around) are:

- “A” - (Written in Undercommon)
- “B” - (Written in Goblin)
- “C” - (Written in Halfling)
- “D” - (Written in Infernal)
- “E” - (Written in Orcish)

### ROOM 4: MIRROR PATHWAYS:

If they entered from <u>MIRROR C</u> and...	
They touch...	It leads to...
Mirror A	Room 5: Mirror A
Mirror B	Room 5: Mirror B
Mirror C	Room 5: Mirror C
<b>Mirror D</b>	<b>Room 5: Mirror D (This is the correct path)</b>
Mirror E	Room 5: Mirror E

If they entered from <u>MIRROR A, B, D OR E</u> and...	
They touch...	It leads to...
Mirror A	Room 2: Mirror B
Mirror B	Room 2: Mirror C
Mirror C	Room 3: Mirror A
Mirror D	Room 3: Mirror C
Mirror E	Room 3: Mirror D



## Room 5

When a player first enters this room read the following:

*As you turn from the mirror and take in this room, you see it is a hexagon shape. In the center of each wall is a mirror identical to the ones in the other rooms except that each mirror is contained within a chromed/silver frame rather than gold. As you look at each of the mirrors you begin to feel a pressing presense on your mind. It hurts more and more and more.*

*In the center of the room is an identical brazier lit with fire just like the one in the first room.*

This room is a hexagon shape with 15 foot long walls and any player who spends more than 1 minute in this room will begin to take 1d6 psychic damage per round. The same rules apply to this room as room #2 for this illusory brazier.

The six mirrors in this room each have a letter over them. The letters over the mirrors (Going clockwise around) are:

- “A” - (Written in Common)
- “B” - (Written in Elvish)
- “C” - (Written in Dwarven)
- “D” - (Written in Gnomish)
- “E” - (Written in Halfling)
- “X” - (Written in Celestial)

## HELP! ... My players can't figure it out.

If your players get stuck (meaning they cannot figure it out by themselves, or start crying [that really happened]) feel free to have them roll INT checks and then give them hints based on their rolls.

### SUGGESTED HINTS:

- DC 11 - The languages seem to just be a deterrent in deciphering the maze, not a factor to solve it.
- DC 13 - A, B, C, D, and E... ... That probably means something.
- DC 16 - 3, 4, 5, 6 walls in the rooms ... Probably shouldn't mix them up.
- DC 19 - Just like in a real maze keep your left hand on the wall and move along the “passage” as they appear.

## The Solution:

The easy way to navigate the maze is this ... After entering from Z, Touch 1A, then 2B, then 3C, then 4D, then 5E

### CREDITS

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### ROOM 5: MIRROR PATHWAYS:

If they entered from <u>MIRROR D</u> and...	
They touch...	It leads to...
Mirror A	Room 4: A
Mirror B	Room 4: B
Mirror C	Room 4: D
Mirror D	Room 4: E
<b>Mirror E</b>	<b>They Exit The Maze</b>
Mirror X	Room 1: Archway Z

If they entered from <u>MIRROR A, B, C, OR E</u> and...	
They touch...	It leads to...
ANY Mirror	Room 1: Archway Z

## The Exit

Once a player character has safely managed to navigate the maze and has gone through the Exit mirror. Have that player either step away from the table or remain perfectly quiet since their character is not able to help the other characters.

Once all the characters have exited the maze then you can continue on their way.

If you need them to be able to return back through the maze you can tell them that the archway they originally saw in the beginning is also what they see upon exiting and they will need to navigate the maze again to exit.



# TASHA'S MAGICAL MAZE MAPS



THE BRAZIER



THE MIRRORS



THE CORRECT PATH

