

Mansion

Mansion Secrets

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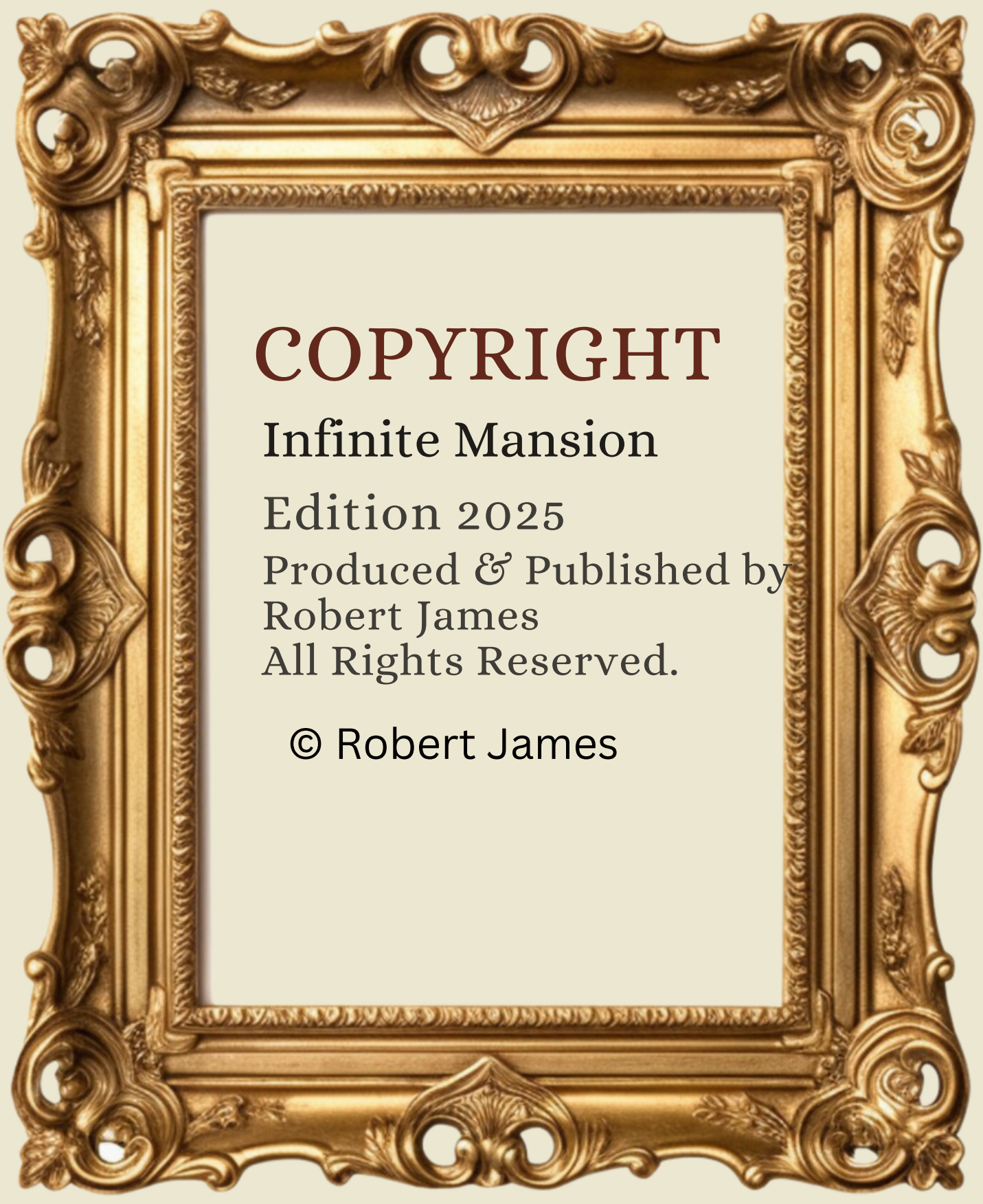


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An ornate, rectangular gold frame with intricate scrollwork and floral patterns, surrounding the text. The frame has a double-line border with decorative elements at the corners and midpoints.

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THE MANSION'S MOST ENIGMATIC SECRETS

THE INFINITE MANSION DOES NOT HAVE a single truth. Its origins, purpose, and meaning shift like its endless halls. Some say **it was built**, others claim **it has always been**, and a few believe **it is still being written**.

The Architect's Secrets must **not just reveal knowledge, but obscure it, mislead it, and force both DM and players to question what is real**.

Rather than placing **all of the Mansion's mysteries in a single section**, they should be **woven throughout the text** in multiple formats:

-  **Marginal Notes & Footnotes** – Strange messages hidden within the book itself.
-  **Secret DM Tables** – Rolling to determine what is true.
-  **NPC Dialogue Snippets** – Half-truths spoken by those who dwell within.
-  **The Final Chapter: "The Last Room"** – A hidden section at the end of the book, containing knowledge that may never have been meant to be found.



SCATTERING SECRETS:

1. MARGINAL NOTES & FOOTNOTES – A WHISPERED NARRATIVE

Rather than **outright stating** the Mansion's nature, cryptic messages should be **hidden in the margins, as notes from past travelers or unknown entities**.

EXAMPLE FOOTNOTES & HIDDEN MESSAGES

 A note scribbled in the margins of a book in the Library of Forgotten Names:
"The Mansion remembers them, even if they never left."

 Etched into a doorway in a decayed hallway:
"You are not the first. You will not be the last."

 A whisper heard in the Hallway of Vanishing Doors:
"The Key is real. But it is not for you."

d6 Roll	What the Doorkeeper Knows
1	They were the first traveler, and they failed to leave.
2	They are part of the Mansion, not a person but a construct.
3	They are searching for something, just like the players.
4	They are a liar. The Key does exist, but they refuse to say where.
5	They are unaware they are trapped, believing themselves in control.
6	They are a fragment of the Architect's mind, forgotten long ago.

THE TRUTH TABLE

The **Doorkeeper** is not just a guide—it is a **reflection of the Mansion itself**. It exists **outside of time**, knowing things **that have not yet happened**, yet forgetting things **that once were**. But what it knows—or what it chooses to reveal—is never the same.

The table below represents a **shifting reality**, meaning that **the Doorkeeper's knowledge is not fixed**. Instead, it changes based on:

1 When the players ask. Asking **early in their journey** may yield vague, dismissive answers, while **asking near the end** may reveal deeper truths.

2 Who is asking. The Doorkeeper **may recognize some travelers but not others**, and its answers may shift accordingly.

3 How it is asked. The same question **asked twice may yield different answers**, especially if the players try to press for information.

4 The DM's discretion. The DM may choose to **roll the table openly** or **keep the result hidden**, allowing the Doorkeeper to remain as unpredictable as the Mansion itself.

THE DOORKEEPER'S KNOWLEDGE AS A DYNAMIC MYSTERY

- The first time the players ask a major question, roll a d6.
- The Doorkeeper answers **based on the result—but never in a direct way**.
- If the players ask the **same question again**, roll again, or have the answer shift slightly.

Example:

A player asks, “What is the Key of Many Doors?”

- **First roll (3):** “I do not know. I, too, am searching.”
- **Second roll (5):** “The Key? No, it does not exist. You have been misled.”
- **Third roll (1):** “...I once sought it. I failed.”

 **Effect:** The players **never receive a definitive answer**, keeping **the Mansion's mystery intact**.

OPTIONAL RULE: THE DOORKEEPER'S AWARENESS

If the players **push too hard** for an answer, the Doorkeeper may **become unstable**—forgetting things it once knew, or realizing something it should not.

- **Roll a d6 every time they ask a deep question.**
- On a **6**, the Doorkeeper **pauses**, as if hearing something. It then responds:
“That is not meant to be known.”
“We should not speak of this.”
“...I think I have made a mistake.”

This **reinforces the idea** that **truth is never fixed** in the Mansion—it is **always shifting, always uncertain**.

The Mansion's truths are not static. They shift based on when and how they are asked.

NPC DIALOGUE SNIPPETS – HALF-TRUTHS & LIES

THE UNCERTAINTY OF KNOWLEDGE IN THE INFINITE MANSION

No NPC in the Mansion should ever **fully explain things**. They do not provide **direct answers** because they **do not have them**, or because the Mansion itself **prevents them from speaking plainly**.

Instead, they speak in:

- **Riddles** – Truths hidden within metaphor.
- **Contradictions** – Answers that change depending on the question.
- **Cryptic Warnings** – Hints that sound like nonsense until the players realize their meaning too late.

The best NPCs in the Mansion are those who **answer without answering**, leaving the players **with more questions than they started with**.

THE ARCHITECT'S MESSAGE – A BOOK OF FRAGMENTS

The players find an **old book**, bound in **worn leather**, its pages **filled with diagrams, unfinished sketches, and strange notes**. It is said to have been written by **the Architect of the Mansion**—but it was never completed.

The **ink shifts as it is read**, words fading in and out, as if the book itself is unsure what it is trying to say.

The remaining text:

*"What was built is never finished."
"The first door opened before I built it."
"I cannot step through what I created. The Mansion is not for me."*





THE DEEPEST SECRETS OF THE MANSION



HERE ARE TRUTHS ABOUT THE **Mansion** that should never be spoken aloud. Truths that **change everything** for those who learn them. Some say **to know them is to risk becoming part of the Mansion itself.**

Below are **four possible revelations**—the DM may choose **one, many, or none.** The Mansion may hold **all of these truths** or **none at all.**

1. THE MANSION WAS NEVER BUILT – IT WAS FOUND

The Infinite Mansion **was never designed, never constructed**—it was **discovered.**

- It existed **long before the first traveler set foot within its halls.**
- The Architect did not **create** the Mansion—they merely **mapped its halls, attempting to understand something that had no beginning.**
- The Mansion is **older than the concept of time itself**—and yet, it is **unfinished.**

Implication:

- If the Mansion **was never built**, then **who or what maintains it?**
- Perhaps **the rooms shift not by design, but because the Mansion itself is alive.**

2. THE MANSION IS A REFLECTION OF ALL WHO ENTER

Some claim **the Mansion is not a place, but a mirror.**

- The rooms shift **based on those inside them.**
- The doors lead not to random locations, but to **places the players have already seen, already imagined, already feared.**
- If a traveler remains too long, they **fade from their own memory, becoming part of the Mansion itself.**

Implication:

- The players are **not exploring the Mansion—they are exploring themselves.**
- If they leave, will they return to **their world, or just another version of it?**



3. THE MANSION IS A PRISON FOR SOMETHING THAT SHOULD NEVER BE FREED

No one knows who built the Mansion—**because no one was ever meant to know.**

- **Something is sealed within its walls.**
- Every door, every shifting room, every contradiction is designed **not to trap those inside, but to ensure that something inside never escapes.**
- The Doorkeeper was **not meant to guide travelers**—it was meant to keep them from opening the wrong door.

Implication:

- If the players search long enough, they may **find the door that was never meant to be opened.**
- But what happens **if they open it?**



4. THERE IS A TRUE KEY, BUT NO ONE WHO HOLDS IT CAN LEAVE

The Mansion is **not without escape.**

- There is **one door that leads out.**
- There is **one key that unlocks it.**
- But **every traveler who has ever found the Key has never left.**

Some believe:

- **The Key is cursed.** Whoever takes it is **erased from the outside world**—leaving means **becoming a ghost.**
- **The Key is a trick.** Using it simply **returns the traveler to the beginning.**
- **The Key is a choice.** Those who find it **realize they no longer wish to leave.**

Implication:

- If the players **find the Key, they must choose:**
 - **Use it, but risk losing something in return.**
 - **Destroy it, ensuring no one ever leaves.**
 - **Hide it, knowing that someone will search for it again.**



THE FINAL CHOICE: WHAT THE DM REVEALS



HE MANSION'S SECRETS **SHOULD never be handed to the players**—they must be discovered, misinterpreted, rewritten.



HOW TO PRESENT THESE SECRETS IN PLAY

- The DM may **scatter hints across the Mansion**—strange writings, NPC murmurs, forgotten books.
- The players should **never be given confirmation**—even if they think they understand the truth, the Mansion may shift again.
- **Every revelation should cost something.** The players should always wonder:

"Was it better when we didn't know?"

THE MANSION DOES NOT END



HEN THE PLAYERS FIND THE **LAST ROOM**, when they stand before the **final door**, when they believe they have unraveled the Mansion's truth, they will see one final message:

"This is not the end. It was never meant to be."

"You are not the first. You will not be the last."

"If you are looking for the Key, close this book and never return."



