

Mansion

Master Of The Mansion

5e

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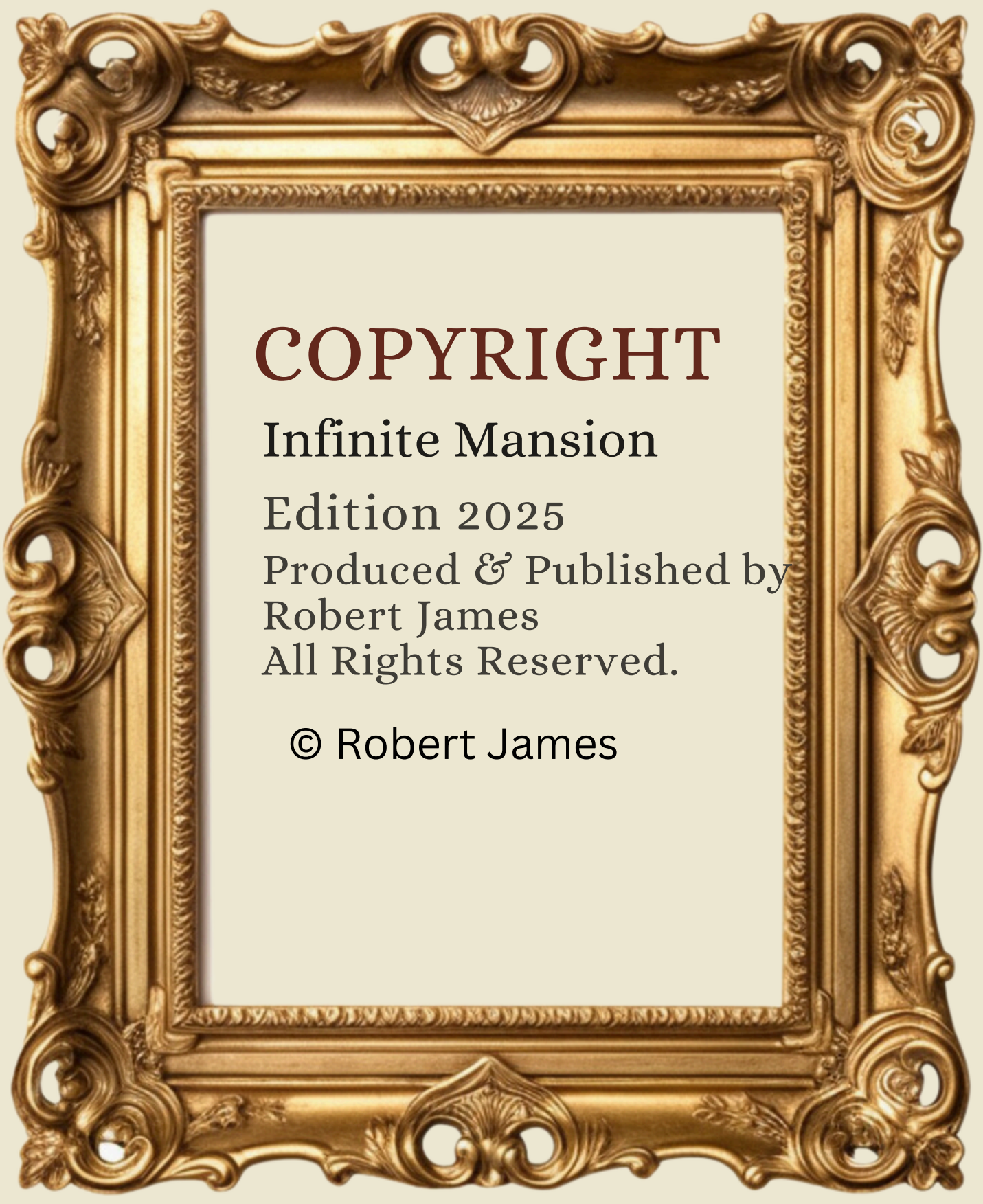


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An ornate, rectangular gold frame with intricate scrollwork and floral patterns, surrounding the text. The frame has a double-line border with a decorative inner band.

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THE FORGOTTEN WING – A DM's INTRODUCTION

A *HIDDEN PASSAGE. A WHISPER OF something erased. A door that leads to a place that should no longer exist.*

INTRODUCING THE FORGOTTEN WING

The Infinite Mansion **does not have a single truth, nor a single past.** But some parts of it should have **never been remembered.**

This adventure takes place **in a wing of the Mansion that was erased, hidden, and lost.** Why? That is for the players to discover.

HOW DO THE PLAYERS ARRIVE?

There are **several ways** the players might **stumble upon the Forgotten Wing**—each offering a different mood, mystery, and level of forewarning.

1 THE DOOR THAT SHOULD NOT BE OPEN (MYSTERIOUS INVITATION – SUDDEN DISCOVERY)

One day, without warning, the players find a door they do not remember seeing before. It stands at the end of a hallway, where the walls seem stretched, too long, as if forcing space to make room for something that should not be there.

- The **doorframe is old**, carved with **symbols that shift when observed.**
- The handle **is warm, pulsing, like a heartbeat.**
- A whisper echoes:

"It was never supposed to be found again."



◆ ROOM 1: THE HALL OF UNFINISHED ECHOES

A PLACE WHERE VOICES LINGER, AND THE past refuses to be forgotten.

ROOM DESCRIPTION

The air is heavy with whispers, but no mouths speak them. The walls of this chamber are vast, stretching upward into an unseen void. Along each wall, carvings of faces—hundreds, thousands—stare outward, frozen in expressions of sorrow, rage, and pleading. Some mouths are open, as if they were once speaking, but no words emerge.

The moment a player steps inside, a faint voice echoes their name, but the voice is not their own.

◆ KEY FEATURES OF THE ROOM

- **The Whispering Faces** – Some carvings are **damaged**, others **unfinished**, their expressions **flickering** between emotions.
- **The Stone Altar at the Center** – A **low, circular pedestal** holds a **chisel and hammer**, resting upon a **slab of black marble**.
- **The Echoing Voice** – Each player hears a **distorted version of their own voice**, speaking **words they do not remember saying**.

✚ PUZZLE: FINISHING THE FORGOTTEN NAME

This room **holds a fragmented piece of the Mansion's past**—a name that was never fully carved into the wall.

🏰 HOW THE PUZZLE WORKS

- The players must **identify the unfinished name** hidden among the carvings.
- If a player **touches a carving**, they will hear a brief **memory from the past**—a **lost echo** struggling to be remembered.
- **One carving is incomplete**, its mouth open but its name missing.

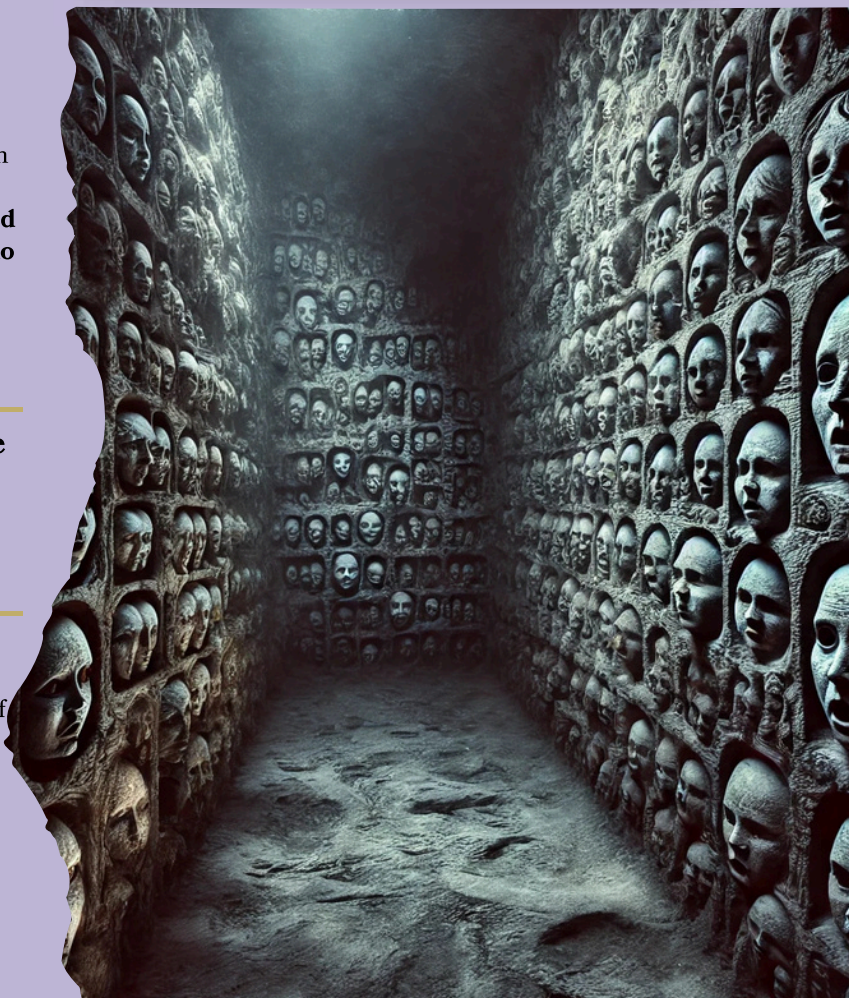
🔑 CLUES TO SOLVING THE PUZZLE

- A **successful Investigation (DC 14) check** allows a player to **identify which carving is incomplete**.
- **Placing their ear to the wall (Perception DC 12)** reveals **faint whispering**, repeating **syllables out of order**.
- **The chisel and hammer** on the altar **are key**—if used, they cause **one letter to appear at a time**.

🔍 SOLVING THE PUZZLE: THE ANAGRAM NAME

- The letters **appear in the wrong order**—an anagram of the true name.
- The players must **rearrange them into the correct order** to complete the name.
- Once completed, the **unfinished carving speaks aloud**, revealing a cryptic truth:

“To build a door, a name was taken. To close it, a name must be given.”





COMBAT ENCOUNTER: THE BOUND WATCHER

IF THE PLAYERS TAKE TOO LONG TO SOLVE the puzzle, or if they attempt to leave the name unfinished, a figure emerges from the stone itself.

A gaunt, humanoid figure pulls itself free from the carvings. Its face is smooth, featureless—except for a mouth that stretches too wide. It moves with deliberate, unnatural motions, tilting its head as if listening to voices the players cannot hear.



COMBAT GUIDANCE FOR THE DM

- The **Bound Watcher** does not attack immediately—it **tilts its head**, listening to each player's voice.
- If a player **tries to speak the unfinished name aloud**, the creature **reacts violently**.
- If the players **complete the name on the wall before it attacks**, it **hesitates**, then steps back into



THE BOUND WATCHER (STAT BLOCK)

THE BOUND WATCHER

Medium Aberration, Neutral

Armor Class 16

Hit Points 55 (7d8 + 21)

Speed 40 ft., climbing 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

Saving Throws Dex +6, Wis +4

Damage Resistances Psychic, Necrotic, Cold

Condition Immunities Charmed, Frightened, Paralyzed

Senses Darkvision 60 ft., Passive Perception 14

Languages Understands all languages but only speaks in echoes

Challenge 6 (2,300 XP)

TRAITS

Shadow Meld. The Bound Watcher can merge into solid stone as an action, becoming undetectable until it moves again.

Mimicry. The Bound Watcher can perfectly replicate the voice of any creature it has heard

within the last 24 hours.

Unfinished Whisper. When the Bound Watcher drops to **0 HP**, it does not die—instead, its form **fades into a whisper** that lingers for 1 minute. During this time, any player that **speaks a question aloud** hears a cryptic response in its voice.

ACTIONS

Multiattack. The Bound Watcher makes two **Raking Claw** attacks.

Raking Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 16 (3d8 + 4) slashing damage.

Echo of the Unfinished Name. (Recharge 5-6) The Bound Watcher forces one creature within 30 feet to make a **DC 15 Wisdom saving throw**. On a failure, they **forget their own name for 1 minute** and have disadvantage on Intelligence and Charisma checks during that time.

DM GUIDANCE: RUNNING THIS ROOM

HOW TO BUILD THE ATMOSPHERE

- The **voices** should not be loud—just whispers, scattered and incomplete.
- **Players** should feel that **something is waiting**—unfinished, unresolved.
- **Time is a factor**—if they hesitate too long, the **Watcher** emerges.

HOW TO LEAD THE PLAYERS TO THE SOLUTION

- If they struggle, the **whispers** can form part of the **anagram**, hinting at the correct name.
- The **Bound Watcher's** attack names a player in a **distorted way**—revealing something about **how the puzzle works**.
- If a player **writes their own name** instead of the **lost name**, the room reacts—but not as expected.

REWARDS & CONSEQUENCES

IF THE PLAYERS SOLVE THE PUZZLE

- The **carving** speaks one final time, revealing a **hidden doorway**.
- Each **player** gains a **brief memory** of something they do not recall experiencing.
- A **symbol** is etched into their **palm**, vanishing when they leave the room.

IF THEY ENGAGE THE BOUND WATCHER

- The **fight** is not meant to be **deadly**, but **unsettling**.
- If they **defeat the Watcher**, its final **whisper** may reveal something about the **next room**.
- If the **Watcher** absorbs a **player's name**, that **player** must **rediscover their name** elsewhere in the wing.

TRANSITION TO THE NEXT ROOM

As the last whisper fades, the walls tremble, shifting slightly—just enough for a thin passage to reveal itself beyond the carvings.

The players now proceed **deeper** into the **Forgotten Wing**, toward **Room 2**.

The voices do not follow.

But something else might.



◆ ROOM 2: THE ARCHIVIST'S CHAMBER



ROOM THAT REMEMBERS WHAT SHOULD have been forgotten.



ROOM DESCRIPTION

The door creaks open into a chamber lined with towering bookshelves. The air is thick with dust, but the books do not seem abandoned—some hover in the air, flipping their own pages, while others tremble as if whispering among themselves.

A large wooden desk sits in the center of the room, covered in ink-stained parchment. Behind it, a tall figure in a scholar's robe scribbles frantically, but the quill never quite touches the page. The ink seeps into the paper, vanishing as if erased the moment it is written.

The figure stops, lifts its head, and stares at the players with hollow, ink-black eyes. "Ah... you again," it mutters, though you do not recall ever meeting it before.

◆ KEY FEATURES OF THE ROOM

- **The Floating Books** – Some are locked shut, others **turn pages on their own**, as if searching for something.
- **The Archivist's Desk** – Covered in **half-written records** that **erase themselves the moment they are completed**.
- **The Fractured Ledger** – A massive book on a pedestal, its pages **torn and scattered across the room**.



PUZZLE: THE MISSING RECORDS

This room **contains a fragmented record of events that were erased from the Mansion's history**.



HOW THE PUZZLE WORKS

- The **Archivist is attempting to rewrite a lost name**, but **every attempt vanishes from the page**.
- **Scattered pages** from the Fractured Ledger contain words, but they are **scrambled—an anagram of the lost name**.
- The players must **rearrange the letters to complete the missing name**.



CLUES TO SOLVING THE PUZZLE

- A **successful Investigation (DC 14) check** allows a player to **identify which books contain pieces of the erased record**.
- If a player **reads the floating books aloud**, some **words shimmer—revealing they are out of order**.
- The Archivist mutters:

"The name is here. I wrote it. But the Mansion will not let it be read."



COMBAT ENCOUNTER: THE ARCHIVIST'S INKBOUND WRATH

If the players take too long **or attempt to force the Archivist to reveal the name**, the bookshelves **slam shut**, and the Archivist **snaps the quill in its hand**.

The ink from the desk spills onto the floor, bubbling and rising into twisted, humanoid figures. The Archivist's hollow eyes darken as its voice distorts, speaking with layered echoes.

"If the name is to be lost, then so shall you."



THE ARCHIVIST (STAT BLOCK)

THE ARCHIVIST

Medium Undead, Lawful Neutral

Armor Class 17 (Mage Armor)

Hit Points 66 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Int +7, Wis +5

Damage Resistances Psychic, Necrotic, Piercing from Nonmagical Attacks

Condition Immunities Charmed, Frightened, Exhaustion

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Draconic, Celestial

Challenge 7 (2,900 XP)

TRAITS

Erased from Memory. The Archivist's existence flickers—any creature that does not maintain eye contact with it must make a **DC 15 Wisdom saving throw** or **forget the last sentence it spoke**.

Inkbound Form. When reduced to **0 HP**, the Archivist does not die but instead collapses into a **pool of ink**, reappearing in another part of the room after 1d4 rounds.

Librarian's Curse. If a creature speaks a falsehood within the Archivist's chamber, it **immediately forgets why it entered the room**.

ACTIONS

Multiattack. The Archivist makes two **Ink Lash** attacks.

Ink Lash. Melee Weapon Attack: +8 to hit, reach 10 ft., one target.

Hit: 18 (4d6 + 4) psychic damage. The target must succeed on a **DC 15 Intelligence saving throw** or be **unable to speak** for 1 minute.

Unwritten Words. (Recharge 5-6) The Archivist selects one creature within 30 feet. The target must make a **DC 16 Wisdom saving throw** or have a **random memory erased**, causing them to **lose proficiency in one skill of the DM's choice** for 1 hour.

DM GUIDANCE: RUNNING THIS ROOM

◆ HOW TO BUILD THE ATMOSPHERE

- The room feels **unstable**, as if the past is being **rewritten around them**.
- The Archivist should feel **both frustrated and resigned**, as though it has been trying to fix something for centuries, but **the Mansion itself is working against it**.
- If players ask the **wrong questions**, the Archivist **hesitates**, as if unsure how to answer.

◆ HOW TO LEAD THE PLAYERS TO THE SOLUTION

- The **Archivist's frustration grows** the longer they stay, but it **never outright attacks unless provoked**.
- The **floating books provide hints**, but **some pages flicker between different letters**, hinting at an **anagram**.
- If the players struggle, a page **may fold itself into the correct order—but only for a moment**.

🎁 REWARDS & CONSEQUENCES

🎁 THEY SOLVE THE PUZZLE

- The **Fractured Ledger repairs itself**, revealing part of the Mansion's lost history:

"The first name was taken. The second was given. The third remains unknown."

- The Archivist, **for the first time**, looks at **peace**.
- **A door in the back of the room unlocks**, leading to Room 3.

🗡️ IF THEY ENGAGE THE ARCHIVIST IN COMBAT

- The **fight is unsettling**, not just dangerous—the Archivist is **not trying to kill them, but to erase them**.
- If they defeat it, it **dissolves into ink**, but **the name they sought vanishes with it**.
- Instead of a door opening, **one of the floating books bursts into flame**, revealing a new passage.



TRANSITION TO THE NEXT ROOM

The final words of the Archivist linger in the air, fading as ink soaks into the stone beneath them. The doorway beyond stands open, though the next room is silent, waiting.

The players now move **deeper into the Forgotten Wing, toward Room 3.**

But now, the Mansion knows they are searching.



◆ ROOM 3: THE HALL OF FRACTURED TIME



ROOM WHERE THE PAST, PRESENT, AND future exist at once.



ROOM DESCRIPTION

The air shifts as the players step through the doorway. The chamber beyond is vast but fragmented—sections of the room appear older, their stone cracked and faded, while other parts are pristine, as though newly built.

Suspended in the center of the room is a massive clock with no hands. Its gears turn silently, floating in place as if unsure of what time they should be keeping.

Surrounding the clock, mirrors hang in midair, each reflecting a different version of the room—and of the players themselves. Seated at the base of the clock is a figure, scribbling into a notebook with frantic energy. His robes are ancient, moth-eaten, yet his face is smooth and unlined. He does not look up when the players enter, but they hear his whisper:

“You’re late. But then again... you always are.”

◆ KEY FEATURES OF THE ROOM

- **The Floating Mirrors** – Each mirror reflects the room **differently**—some show **decay**, others a room that does not yet exist.
- **The Suspended Clock** – It moves slightly when approached, but does not measure time in a linear fashion.
- **The Figure at the Base** – The man writes as though possessed, his ink fading even as he records his thoughts.



PUZZLE: THE THREE VERSIONS OF THE ROOM

This room **exists in three states at once**—**past, present, and future**. The players must **determine which version is real** to move forward.



HOW THE PUZZLE WORKS

- There are **three mirrors** positioned around the central clock. Each one **reflects a different version of the room**.
- **One shows the past**—the chamber **before it was abandoned, glowing with candlelight**.
- **One shows the present**—matching the room they stand in now.
- **One shows the future**—the room **collapsed, the clock shattered, and no figure present**.
- The **writing of the NPC changes** based on which reflection the players focus on.



CLUES TO SOLVING THE PUZZLE

- A **successful Arcana check (DC 15)** reveals that **the room’s magic is unstable—it is not that the mirrors are illusions, but that they are all true at once**.
- A **History check (DC 14)** allows a player to **recognize the robes of the man at the desk—they are from an era long before the Mansion was completed**.
- Speaking to the NPC reveals:

“If you stand in the past, you are already gone. If you stand in the future, you will never arrive. The present is the only moment that is real.”



SOLVE THE PUZZLE: CHOOSING THE CORRECT REFLECTION

- Players must **interact with the mirrors**—touching one shifts **the room around them** to match that version.
- If they **choose the wrong reflection**, they will **find themselves displaced—either too early or too late to escape**.
- **Only by choosing the mirror reflecting the present** can they move forward.



COMBAT ENCOUNTER: THE TIMEKEEPER’S ECHO

If the players **hesitate or attempt to break the mirrors**, something emerges from the shattered reflections.

The mirrors ripple as a figure steps through—a perfect copy of one of the players, but distorted. Their movements are slightly delayed, as if struggling to catch up to time itself. Their eyes are unfocused, their lips moving in silence.

THE TIMEKEEPER'S ECHO (STAT BLOCK)

THE TIMEKEEPER'S ECHO

Medium Aberration, Neutral

Armor Class 17

Hit Points 72 (9d8 + 27)

Speed 40 ft., can walk on walls and ceilings

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	8 (-1)

Saving Throws Dex +8, Wis +5

Damage Resistances Psychic, Radiant, Thunder

Condition Immunities Charmed, Frightened, Stunned

Senses Darkvision 60 ft., Passive Perception 14

Languages Understands all languages but speaks only in whispers

Challenge 8 (3,900 XP)

TRAITS

Temporal Lag. The Timekeeper's Echo acts slightly ahead or behind reality—whenever it is targeted by an attack, roll 1d6:

- 1-2: The attack misses entirely, as the Echo was never there.
- 3-4: The attack hits normally.

- 5-6: The attack is delayed—it hits one round later, even if the Echo has moved.

Echo's Reflection. At the start of combat, the Echo duplicates one random player's physical form, gaining their AC and attack bonuses for the next 3 rounds.

ACTIONS

Multiattack. The Timekeeper's Echo makes two Temporal Strike attacks.

Temporal Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 22 (4d6 + 5) force damage. The target must make a **DC 16 Constitution saving throw** or be slowed as per the *Slow* spell for 1 minute (repeat save at end of each turn).

Fractured Timeline. (Recharge 5-6) The Echo forces all creatures within **30 feet** to make a **DC 16 Intelligence saving throw**. On a failure, they jump forward 6 seconds in time, losing their next action.

DM GUIDANCE: RUNNING THIS ROOM

◆ HOW TO BUILD THE ATMOSPHERE

- The room should feel fragmented—as if reality itself is uncertain.
- Use echoes of past conversations—perhaps players hear their own voices from a different time.
- The NPC at the desk should seem aware of the players, yet confused as to why they are late.

◆ HOW TO LEAD THE PLAYERS TO THE SOLUTION

- The mirrors should feel **tangible**, shifting when players interact with them.
- The NPC's writings **fade** if players attempt to read them, as if the past is being rewritten.
- If a player **focuses too long** on the future reflection, they may hear:

"This version of you is already lost. Turn back."



REWARDS & CONSEQUENCES



IF THE PLAYERS SOLVE THE PUZZLE

- The mirrors align, the **clock chimes once**, and the **correct door opens**.
- The NPC at the desk sighs and mutters:

"Maybe this time, it will stay remembered."

- The players feel as if something has shifted—but they cannot tell what.



IF THEY ENGAGE THE TIMEKEEPER'S ECHO

- The battle is disorienting—attacks hit **before or after they should**.
- If they defeat the Echo, the **mirrors crack**, and all reflections disappear.
- Instead of opening normally, the door **flickers in and out of existence** until they pass through.

TRANSITION TO THE NEXT ROOM

The moment they step through the next door, the sensation fades. Time feels normal again. But for how long?

The players now move **deeper into the Forgotten Wing, toward Room 4.**

But now, something is watching them through the mirrors.



◆ ROOM 4: THE DOOR THAT SHOULD NOT OPEN



ROOM THAT EXISTS IN DEFIANCE OF
the Mansion's own laws.



ROOM DESCRIPTION

The air in this chamber is heavier than before, dense with an unspoken weight. The door behind the players vanishes the moment they step forward, the walls shifting like ink bleeding into paper. At the far end of the room stands a massive doorway—larger, grander than any they have seen before. The frame is carved with intricate sigils that flicker between languages, as though the Mansion itself cannot decide how to name them. The door is ajar, but it leads to nothing. Beyond it, there is no light, no darkness—only an empty void. And standing before the door, its back turned to the players, is a woman wrapped in tattered cloth. Her hands rest against the frame, her fingers twitching slightly as though she is fighting the urge to push it open further. Without turning, she whispers:

"You are not supposed to be here."

◆ KEY FEATURES OF THE ROOM

- **The Massive Door** – It is **not locked**, but it cannot be opened further. Something is holding it in place.
- **The Woman in Rags** – She is **unnaturally still**, yet her breathing is labored, as though straining against something unseen.
- **The Faint Symbols** – The carvings on the doorway shift unpredictably, sometimes appearing incomplete.



PUZZLE: THE DOOR'S NAME

This room **is not meant to exist**, and neither is the door. The players must **determine the door's name** in order to proceed.



HOW THE PUZZLE WORKS

- The door was **never meant to be opened**, but someone tried—and failed.
- Its **name has been erased**, fragmented into pieces across the carvings.
- The players must **restore the missing name** to stabilize the room.



CLUES TO SOLVING THE PUZZLE

- A **successful Investigation (DC 14) check** reveals that **some of the carvings are incomplete**, missing key letters.
- **If a player touches the symbols**, they hear **distorted whispers**, speaking fragments of a name.
- The woman finally turns, and her hollow eyes meet theirs. She says:

"If you name it, it will close. If you leave it nameless, it will open."



COMBAT ENCOUNTER: THE FORGOTTEN SENTINEL

If the players attempt to **force the door open**, or **if they fail to name it correctly**, something **emerges from the void beyond**.

A figure steps through—a twisted, elongated version of the woman before them. Its face is blank, its body flickering between states of existence, its movements slow and deliberate.

THE FORGOTTEN SENTINEL (STAT BLOCK)

THE FORGOTTEN SENTINEL

Large Aberration, Neutral

Armor Class 18

Hit Points 90 (12d10 + 24)

Speed 40 ft., phase shift (see abilities)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	8 (-1)

Saving Throws Dex +7, Wis +6

Damage Resistances Psychic, Necrotic, Force

Condition Immunities Charmed, Frightened, Stunned

Senses Truesight 60 ft., Passive Perception 15

Languages Understands all languages but speaks only in echoes

Challenge 10 (5,900 XP)

TRAITS

Voidborn Nature. The Forgotten Sentinel exists **partially outside of reality**—it ignores difficult terrain, and it cannot be pushed, pulled, or restrained.

Flickering Form. When the Sentinel takes damage, roll 1d6:

- 1-2: The attack **phases through**, dealing only half damage.
- 3-4: The attack **lands normally**.
- 5-6: The attack is **delayed**, landing on the next round instead.

Nameless Presence. Creatures within 30 feet of the Sentinel must succeed on a **DC 16 Wisdom saving throw** or **forget one personal detail about themselves** for 1 hour.

ACTIONS

Multiattack. The Forgotten Sentinel makes two **Unraveling Strike** attacks.

Unraveling Strike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 22 (4d8 + 4) force damage. The target must succeed on a **DC 16 Constitution saving throw** or gain **one level of exhaustion**.

Erased from Time. (Recharge 5-6) The Sentinel forces one creature within 30 feet to make a **DC 17 Intelligence saving throw**. On a failure, the creature **forgets the last 10 minutes of time** and cannot remember what they were doing before this moment.

DM GUIDANCE: RUNNING THIS ROOM

◆ HOW TO BUILD THE ATMOSPHERE

- The room should **feel unstable**, as though the **Mansion is struggling** to keep it contained.
- The woman at the door **should not acknowledge the players immediately**, as if she knows them but cannot place from where.
- **The whispers from the void should sound familiar**—as though they are speaking with the players' own voices.

◆ HOW TO LEAD THE PLAYERS TO THE SOLUTION

- The door's name is **hidden within the carvings**, but the symbols **are scrambled**.
- **If players listen to the whispers**, they hear **syllables in the wrong order**—an anagram of the true name.
- The woman offers a **final cryptic warning** before they act:

"If you say it wrong, something else will answer."

🎁 REWARDS & CONSEQUENCES

🎁 IF THE PLAYERS SOLVE THE PUZZLE

- The name is restored, the **door slowly closes**, and the woman sighs in relief.
- She **fades from existence**, leaving only a **torn page from a book detailing the Mansion's lost rooms**.
- A **hidden passage opens**, leading forward.

🗡️ IF THEY ENGAGE THE FORGOTTEN SENTINEL

- **The fight is terrifying, not just difficult**—the Sentinel's presence **erodes memory and reality itself**.
- If they defeat it, the **door violently seals shut**, **trapping whatever lies beyond**.
- Instead of fading, the woman remains, but **she no longer recognizes the players**.

TRANSITION TO THE NEXT ROOM

The whispers from the void cease as the door closes—or as the Sentinel collapses into nothing. The passage ahead is open, but the air still hums with the weight of something unseen.

The players now move **deeper into the Forgotten Wing, toward Room 5.**

And behind them, the door that should not open vanishes entirely.



◆ ROOM 5: THE CHAMBER OF FALSE REFLECTIONS



ROOM WHERE IDENTITY IS FLUID, AND the Mansion remembers more than it should.

ROOM DESCRIPTION

The walls of this chamber gleam like polished glass, reflecting the players' movements with unsettling precision. The air is still—too still—as if waiting for something to break the silence.

At first glance, the room seems empty. Then, the reflections move—but not in sync with the players. Instead, they hesitate, distort, and at times, act entirely on their own.

In the center of the chamber stands a single ornate mirror, its surface cracked but still functional. Seated before it, adjusting their clothing with slow, methodical movements, is a figure who looks exactly like one of the players. The figure meets the player's gaze in the mirror, tilts its head, and whispers:

"I have been waiting for you."

◆ KEY FEATURES OF THE ROOM

- **The Distorted Reflections** – The mirrors **do not simply reflect reality**—some show the players **as they were**, others **as they might be**.
- **The Ornate Mirror** – This **one mirror is different**—its cracks **shift and realign**, as though the reflection is **trying to correct itself**.
- **The Doppelgänger** – One player has a **perfect replica** sitting before the mirror, but **they do not act identically**.



PUZZLE: THE NAME THAT SHOULD NOT BE SPOKEN

This room **forces the players to confront an aspect of their identity that the Mansion has remembered—but they have forgotten.**



HOW THE PUZZLE WORKS

- The Doppelgänger **knows something about the player it mirrors—but refuses to say what it is outright.**
- The ornate mirror **does not reflect words spoken aloud**, instead displaying **scrambled letters when a player speaks near it.**
- The players must **rearrange the letters in the mirror to form the lost name.**



CLUES TO SOLVING THE PUZZLE

- A **successful Insight (DC 14) check** allows a player to recognize that **the Doppelgänger is only interested in one of them.**
- A **Perception check (DC 12)** reveals that **when the mirrored name is spoken aloud, the Doppelgänger winces slightly.**
- The Doppelgänger offers a single warning:

"Say it wrong, and you will take my place."



COMBAT ENCOUNTER: THE REFLECTION THAT DOES NOT FADE

If the players **speak the name incorrectly**, attempt to **shatter the ornate mirror**, or **refuse to solve the puzzle**, the Doppelgänger **rises from their seat, their features twisting into something uncanny.**

The reflection does not fade—it grows stronger. The glass shatters, yet the broken shards hold their image, countless versions of them stepping forward. Their voice is layered, speaking in time with the players' own.

THE TWISTED DOPPELGÄNGER (STAT BLOCK)

THE TWISTED DOPPELGÄNGER

Medium Aberration, Neutral

Armor Class 17

Hit Points 82 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Dex +7, Wis +6

Damage Resistances Psychic, Necrotic, Slashing from Nonmagical Attacks

Condition Immunities Charmed, Frightened, Exhaustion

Senses Darkvision 60 ft., Passive Perception 15

Languages Understands all languages but only speaks in echoes

Challenge 9 (5,000 XP)

TRAITS

Perfect Mimicry. The Doppelgänger automatically knows all of the combat abilities of the player it is mirroring, including their AC, attack bonuses, and spells.

Fractured Identity. Any attack against the Doppelgänger has a 50% chance to hit the

attacker instead, as their reflection distorts at the last moment.

Name Eater. When the Doppelgänger reduces a creature to 0 HP, they steal a piece of their identity, forcing the target to make a DC 16 Intelligence saving throw or permanently forget one defining detail about themselves.

ACTIONS

Multiattack. The Doppelgänger makes two **Mirrored Strike** attacks.

Mirrored Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 24 (5d8 + 4) force damage. The target must succeed on a DC 16 Wisdom saving throw or become confused as per the *Confusion* spell for 1 minute.

Step Through the Glass. (Recharge 5-6) The Doppelgänger switches places with one of its reflections, teleporting up to 30 feet and imposing disadvantage on the next attack against it.

DM GUIDANCE: RUNNING THIS ROOM

◆ HOW TO BUILD THE ATMOSPHERE

- The room should feel **deeply unsettling**—the reflections are **not mirrors, but echoes of something else**.
- The Doppelgänger **should not be outright hostile at first**, instead speaking in a **calm, knowing tone**.
- The mirrors distort time and movement**—a player might see themselves take an action a second before they do it.

◆ HOW TO LEAD THE PLAYERS TO THE SOLUTION

- The **mirrors respond to speech**, but the letters always appear **scrambled** at first.
- The Doppelgänger **does not tell them if they are correct**, only watching as they try.
- If they hesitate too long, **the room begins to shift**—their reflections start to move before they do.



REWARDS & CONSEQUENCES



IF THE PLAYERS SOLVE THE PUZZLE

- The correct name **appears in the mirror**, and the Doppelgänger **smiles in recognition before vanishing**.
- The ornate mirror **shifts, revealing a hidden passage forward**.
- The players feel a **sudden sense of relief**—as if something that had been watching them is now gone.



IF THEY ENGAGE THE DOPPELGÄNGER

- The fight is **disorienting**—reality flickers, and they see themselves attacking before the action even happens.
- If they defeat it, the **other mirrors crack**, and their reflections **momentarily vanish**.
- Instead of an open passage, a **new doorway appears**, but it leads to a room that should not exist.

TRANSITION TO THE NEXT ROOM

As the last reflection fades, the ornate mirror darkens, revealing only the players' true images. The passage beyond is quiet, but for the first time in this place, there are no lingering whispers.

The players now move **deeper into the Forgotten Wing, toward Room 6.**

But the Mansion now knows their names.



◆ ROOM 6: THE ARCHIVUM OF THE UNWRITTEN



ROOM WHERE KNOWLEDGE EXISTS
before it is known.



ROOM DESCRIPTION

The chamber beyond is vast and circular, with towering shelves stretching into darkness. The shelves do not contain books, but endless blank scrolls, untouched and waiting. The air hums faintly, vibrating with an unseen energy.

At the center of the room, a large brass pedestal holds an open tome, its pages shifting, filling with ink that vanishes before the words can be read.

A lone figure stands beside the pedestal, their back turned. They wear a hooded cloak, their hands gloved in deep crimson. Without looking up, they whisper:

"This is where the stories are written. Yours is not yet complete."

◆ KEY FEATURES OF THE ROOM

- **The Floating Scrolls** – Some scrolls **unfurl on their own**, revealing words that **fade before they can be understood**.
- **The Writing Pedestal** – The tome **records events before they happen**, but the ink **refuses to remain**.
- **The Hooded Figure** – They hold a **quill of dark silver**, but **they are not writing**.



PUZZLE: WRITING THE UNWRITTEN

This room **is a place where events are recorded before they occur**. The players must **determine what has already been written about them** to move forward.



HOW THE PUZZLE WORKS

- The players can **ask the hooded figure about their story**, but **the responses are cryptic and contradictory**.
- If they attempt to **read the floating scrolls**, they see **glimpses of future events—but the words shift unpredictably**.
- The quill in the hooded figure's hand **is bound to the room**—it will only write when given the correct command.



CLUES TO SOLVING THE PUZZLE

- A **successful Arcana (DC 15) check** reveals that **the quill does not write in ink, but in fate itself**.
- A **History check (DC 14)** allows a player to **recognize certain symbols on the tome as matching the earliest markings found in the Mansion**.
- The hooded figure finally turns, and their face is missing—blank, featureless. They whisper:

"Tell me your name, and I will write your fate."

- If a player **speaks their own name aloud**, the book **begins writing rapidly—but the words are unreadable**.
- **The only way forward is to write a name that has already been erased**.



COMBAT ENCOUNTER: THE FATEBOUND SCRIBE

If the players **fail to provide a name**, attempt to **force the book to write**, or **destroy the tome**, the figure **shudders**, their body **twisting as ink bleeds from their fingertips**.

The ink does not spill onto the floor—it rises, shaping itself into tendrils that grasp at the edges of reality. The hooded figure's form warps, their voice layered, hollow.

"You do not belong here. Your names should not exist."

THE FATEBOUND SCRIBE (STAT BLOCK)

THE FATEBOUND SCRIBE

Medium Undead, Neutral

Armor Class 17

Hit Points 88 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	18 (+4)	20 (+5)	14 (+2)	8 (-1)

Saving Throws Int +8, Wis +5

Damage Resistances Psychic, Radiant, Force

Condition Immunities Charmed, Frightened, Exhaustion

Senses Darkvision 60 ft., Passive Perception 15

Languages Understands all languages but can only write in ink

Challenge 9 (5,500 XP)

TRAITS

Inkform. When the Scribe is reduced to 0 HP, they dissolve into pure ink, merging with the book. The players must then determine **what name the book writes next**.

Predetermined Fate. Whenever the Scribe is targeted by an attack, **roll 1d6**:

- **1-3:** The attack **misses entirely**—the event was never written.
- **4-6:** The attack **strikes, but does minimum damage**—the event was only partially recorded.

Name Erasure. Any creature that speaks their full name within 30 feet of the Scribe must make a **DC 16 Intelligence saving throw** or **forget their own name for 1 hour**.

ACTIONS

Multiattack. The Scribe makes two **Ink Lash** attacks.

Ink Lash. Melee Weapon Attack: +9 to hit, reach 10 ft., one target.

Hit: 22 (4d6 + 5) psychic damage. The target must succeed on a **DC 16 Wisdom saving throw** or suffer disadvantage on all saving throws for 1 minute.

Fated Rewrite. (Recharge 5-6) The Scribe forces one creature within 30 feet to make a **DC 17 Wisdom saving throw**. On a failure, the target's **past is rewritten**, causing them to **forget one significant event from their own backstory until they leave the Mansion**.

DM GUIDANCE: RUNNING THIS ROOM

◆ HOW TO BUILD THE ATMOSPHERE

- The room should **feel like it is aware of the players**, as though it is waiting for them to make a decision.
- The hooded figure should be **calm, patient, yet unsettling**—never aggressive unless provoked.
- The tome **writes by itself**, and the ink **never stays long enough to be read**.

◆ HOW TO LEAD THE PLAYERS TO THE SOLUTION

- If they hesitate, **the room will begin writing something—but it will not be in their favor**.
- The hooded figure **only responds to truth**—if they speak falsehoods, **the ink turns to fire**.
- If a player **writes a name they have seen elsewhere in the Mansion**, the book reacts, sealing the page.

REWARDS & CONSEQUENCES

IF THE PLAYERS SOLVE THE PUZZLE

- The name they write **stabilizes the book, sealing part of the Mansion's forgotten history**.
- The hooded figure **bows slightly, their voice no longer layered**.
- A hidden panel behind the pedestal slides open, revealing the next doorway.

IF THEY ENGAGE THE FATEBOUND SCRIBE

- The battle is not about killing—it is about survival. The Scribe **rewrites fate itself, erasing memories and choices**.
- If they defeat it, the book **stops writing entirely, its pages turning blank**.
- Instead of a door, **a tear in the fabric of reality opens, leading them deeper into the Mansion**.



TRANSITION TO THE NEXT ROOM

As they step through, the ink in the book dries, forming one final sentence before vanishing:

"You are remembered. For now."

The players now move **deeper into the Forgotten Wing, toward Room 7.**

But now, something is reading their story.



◆ ROOM 7: THE HALL OF THE UNCLAIMED



PLACE FOR THOSE WHO WERE NEVER
meant to enter.



ROOM DESCRIPTION

The door closes behind the players with a dull, final sound. The hallway ahead is long, lined with archways that lead to alcoves.

Within each alcove stands a statue—robed, hooded, and featureless, their hands outstretched as though awaiting something to be placed in their palms.

The walls are inscribed with names, thousands of them, but many have been scratched out. As the players approach, they notice empty spaces—waiting, expectant, as if more names are yet to be written.

At the far end of the hall, a man dressed in a simple traveler's cloak crouches before one of the statues, whispering under his breath. His hands shake, and his shadow flickers unnaturally against the wall.

Without looking up, he speaks:

"You should not have come here. There is no name for you."

◆ KEY FEATURES OF THE ROOM

- **The Hooded Statues** – Each one has an outstretched hand, but they hold nothing.
- **The Inscribed Walls** – Thousands of names cover the stone, yet many are erased or missing.
- **The Whispering Traveler** – He knows something about this place but is unwilling to share freely.



PUZZLE: THE NAME THAT NEVER WAS

This room is a place for those who were erased before they ever existed. The players must find the missing name that should be here.



HOW THE PUZZLE WORKS

- The traveler knows the answer but refuses to say it outright.
- If a player touches an empty space on the wall, letters begin to form, but they are scrambled—an anagram.
- The statues react to names spoken aloud, their hands tightening slightly.



CLUES TO SOLVING THE PUZZLE

- A successful Arcana (DC 15) check reveals that the names on the wall shift slightly when read aloud.
- A History check (DC 14) allows a player to recognize that many of the names belong to people who were never recorded in any historical text.
- The traveler finally looks up, his eyes glowing faintly in the dim light. He whispers:

"They do not remember you. But if you speak it true, they might."

- The correct name must be spoken or placed into the statues' hands.



COMBAT ENCOUNTER: THE FORGOTTEN PILGRIM

If the players fail to find the correct name, attempt to leave without solving the puzzle, or try to force the statues to move, the traveler sighs and stands.

The flickering shadow at his feet stretches unnaturally, splitting into multiple silhouettes. His cloak begins to unravel, revealing that beneath the fabric, his body is not flesh but an abyss of shifting void.
"You do not belong here. And neither do I."

THE FORGOTTEN PILGRIM (STAT BLOCK)

THE FORGOTTEN PILGRIM

Medium Aberration, Neutral

Armor Class 16

Hit Points 95 (13d8 + 39)

Speed 40 ft., shadowstep (see abilities)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	18 (+4)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Dex +8, Wis +6

Damage Resistances Psychic, Necrotic, Radiant

Condition Immunities Charmed, Frightened, Paralyzed

Senses Darkvision 60 ft., Passive Perception 15

Languages Understands all languages but only whispers in echoes

Challenge 9 (5,500 XP)

TRAITS

Shadowstep. The Pilgrim can teleport up to 30 feet as a bonus action, moving through shadows.

Unremembered. If the Pilgrim reduces a creature to 0 HP, that creature must make a DC 16 Intelligence saving throw or become erased from the memory of all creatures in the Mansion for 24 hours.

Eclipse Form. If the Pilgrim starts its turn in dim light or darkness, it regains 10 HP.

ACTIONS

Multiattack. The Pilgrim makes two Void Strike attacks.

Void Strike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 20 (4d6 + 5) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or lose 1d4 hours of their own memory.

Echoing Erasure. (Recharge 5-6) The Pilgrim targets one creature within 30 feet. The target must make a DC 17 Wisdom saving throw. On a failure, they suffer short-term amnesia (DMG pg. 259) for 1 hour.

DM GUIDANCE: RUNNING THIS ROOM

◆ HOW TO BUILD THE ATMOSPHERE

- The statues and names **should feel like they are waiting for something.**
- The traveler **should be reluctant to answer**, as if he himself is forgetting the truth.
- The players should feel like they are intruding upon something ancient and unresolved.

◆ HOW TO LEAD THE PLAYERS TO THE SOLUTION

- If they **hesitate too long**, the names on the walls begin to **change, erasing letters at random.**
- If they **ask the traveler the right question**, he responds:

"I had a name, once. I think you did, too."

- The statues will **only accept the correct name.** If an incorrect name is given, **their hands close, and the shadows lengthen.**



REWARDS & CONSEQUENCES



IF THE PLAYERS SOLVE THE PUZZLE

- The missing name **reappears on the wall, glowing faintly.**
- The traveler sighs, his form stabilizing for a moment before he whispers:

"You are remembered."

- The statues lower their hands, and a **doorway appears where none had been before.**



IF THEY ENGAGE THE FORGOTTEN PILGRIM

- The battle is **eerie**—the Pilgrim does not seem to move aggressively, yet his attacks alter the players' **very memories.**
- If they defeat him, **his body fades, leaving behind a fragment of parchment with unreadable text.**
- Instead of a door, a **veil of darkness forms, leading them forward.**

TRANSITION TO THE NEXT ROOM

*The last name on the wall settles, the shadows receding as the players step forward. The passage beyond is silent, but the feeling of being watched remains. The players now move **deeper into the Forgotten Wing, toward Room 8.***

Somewhere behind them, a statue's hand twitches, ever so slightly.



◆ ROOM 8: THE CHAMBER OF SILENT BARGAINS



PLACE WHERE TRUTHS ARE TRADED,
but never freely given.



ROOM DESCRIPTION

The room beyond is dimly lit by flickering candlelight, the glow casting long shadows that stretch unnaturally along the floor. The walls are lined with towering cabinets, each drawer labeled with a single word—"Memory," "Promise," "Sacrifice," "Name," "Truth."

A grand, wooden table sits at the center, its surface marked with faded ink, deep scratches, and symbols that shift when observed too closely. Behind the table, seated in an imposing chair, is a figure draped in layers of dark fabric, their hands gloved in black silk.

Their face is obscured beneath a veil, but their voice is smooth, patient, knowing.

"You may take what you wish, but nothing here is free."

◆ KEY FEATURES OF THE ROOM

- **The Labeled Cabinets** – Each drawer is **locked**, yet they hum faintly when approached, as if sensing the players' presence.
- **The Trading Table** – The ink upon the table **fades and rewrites itself**, forming questions in a script that shifts unpredictably.
- **The Veiled Merchant** – They **do not speak unless spoken to**, watching with an eerie stillness.



PUZZLE: THE BARGAIN OF NAMES

This room **deals in exchanges**—players may **ask for knowledge**, but they must offer **something in return**.



HOW THE PUZZLE WORKS

- The Veiled Merchant **offers a trade**—the players may **ask a single question**, but to receive an answer, they must **sacrifice something**.
- The **drawers contain knowledge**, but they will **only open if something of equal value is placed inside**.
- The room **reacts to deception**—if a player attempts to take without giving, **the ink upon the table blackens**, and the Merchant's voice turns cold.



CLUES TO SOLVING THE PUZZLE

- A **successful Insight (DC 15) check** reveals that **the Merchant cannot lie**, but they will **never offer more than they are given**.
- A **Perception check (DC 14)** allows a player to **see faint etchings upon the table**, listing past bargains:

"A name for a door. A secret for a key. A memory for passage."

- The Merchant will ask each player:

"What will you give for what you seek?"



COMBAT ENCOUNTER: THE TOLL COLLECTOR

If the players **attempt to force the drawers open**, **refuse to pay a price for the knowledge they seek**, or **offer something false**, the Merchant **sighs and places a hand upon the table**.

The ink upon the wood shifts, coiling into jagged shapes. From the shadows behind the Merchant, a tall, gaunt figure steps forward—its arms too long, its hands empty yet reaching.

Its voice is a dry whisper:

"Debts must always be paid."

THE TOLL COLLECTOR (STAT BLOCK)

THE TOLL COLLECTOR

Large Undead, Lawful Neutral

Armor Class 18

Hit Points 105 (14d10 + 28)

Speed 40 ft., can phase through walls

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	20 (+5)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Dex +7, Wis +6

Damage Resistances Psychic, Necrotic, Cold

Condition Immunities Charmed, Frightened, Exhaustion

Senses Darkvision 60 ft., Passive Perception 16

Languages Understands all languages but only speaks in whispers

Challenge 10 (5,900 XP)

TRAITS

Debtbound. When the Toll Collector reduces a creature to **0 HP**, they do not fall unconscious. Instead, they become **bound in spectral chains**, unable to move until another creature willingly offers a trade on their behalf.

Collector's Mark. Whenever a creature deals damage to the Toll Collector, they must make

a **DC 16 Wisdom saving throw** or be marked for collection. Marked creatures suffer **disadvantage on Charisma checks** until the mark is lifted.

Unbreakable Contract. If the Toll Collector is defeated, the Veiled Merchant **will not answer any further questions**—the room grows silent, and the players are left with what little they know.

ACTIONS

Multiattack. The Toll Collector makes **two Grasp of Debt attacks**.

Grasp of Debt. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 24 (5d8 + 4) force damage. The target must succeed on a **DC 16 Wisdom saving throw** or suffer disadvantage on all saving throws for 1 minute.

Severance Price. (Recharge 5-6) The Toll Collector targets one creature within 30 feet. The target must make a **DC 17 Charisma saving throw**. On a failure, they forget one promise they have ever made until they leave the Mansion.

DM GUIDANCE: RUNNING THIS ROOM

◆ HOW TO BUILD THE ATMOSPHERE

- The Merchant should feel **indifferent**, almost **courteous**, but **never warm**.
- The Toll Collector should move **slowly**, **deliberately**, as though it has waited a long time to collect its due.
- The players should **feel tension**—every word spoken is an opportunity to give something away.

◆ HOW TO LEAD THE PLAYERS TO THE SOLUTION

- If they **hesitate too long**, the room itself will **whisper past bargains** in hushed tones.
- If they **offer something false**, the ink on the table **will turn to fire**, burning the lie away.
- The Merchant **will always remind them of the rules**:

"Nothing is given freely. Nothing is taken lightly."

🎁 REWARDS & CONSEQUENCES

🎁 IF THE PLAYERS SOLVE THE PUZZLE

- The Merchant **nods once**, their veil flickering.
- A drawer **unlocks**, revealing a single page filled with symbols that shift when read.
- A **hidden passage** opens beneath the table, leading deeper into the Mansion.

🗡️ IF THEY ENGAGE THE TOLL COLLECTOR

- The fight is **relentless**—the Collector does not stop until a debt is settled.
- If they defeat it, the room grows silent, and the Merchant disappears.
- The players **gain no answers**, only the unease that they have broken an ancient agreement.



TRANSITION TO THE NEXT ROOM

As they pass beyond the chamber, the voices fade. Yet a final whisper lingers, brushing against the edges of their thoughts:

"You will owe more than you have taken."

The players now move **deeper into the Forgotten Wing, toward Room 9.**

But now, they are in someone's debt.



◆ ROOM 9: THE SEPULCHER OF THE FIRST DOOR

A ROOM WHERE THE FIRST KEY WAS forged, and the first price was paid.

ROOM DESCRIPTION

A wave of pressure fills the air as the players step inside, like entering a place not meant for them. The room is vast, its walls carved from smooth black stone that absorbs the light instead of reflecting it. At its center, resting upon a raised dais, is a massive stone archway—an ancient door that stands ajar but leads to nothing but shadow.

The edges of the archway are lined with runes, some carved in languages no scholar remembers. Others seem familiar—fragments of symbols the players have seen elsewhere in the Mansion.

Kneeling at the base of the arch is a figure clad in rusted ceremonial armor, a long-dead warrior frozen in a moment of supplication. Their skeletal hands grip a broken sword, its blade cracked but humming with faint energy.

The moment the players step forward, a whisper fills the room:

“The first key was taken. The first door was opened. The first price... was never repaid.”

◆ KEY FEATURES OF THE ROOM

- **The Black Archway** – The arch is old, older than the Mansion itself, and yet it was built here.
- **The Warrior’s Remains** – The skeletal figure kneels as if in prayer, but its grip on the sword is iron-tight.
- **The Runes on the Arch** – Some symbols shift and change when observed, revealing glimpses of names the players might recognize.

PUZZLE: RESTORING THE FIRST KEY

The arch **was meant to be sealed**, but something was lost in the process. The

players must **restore what was taken to move forward**.

HOW THE PUZZLE WORKS

- The warrior’s **broken sword is part of the key**, but it is **incomplete**.
- The archway’s runes **must be realigned to form a name—a name that has been erased from the Mansion’s records**.
- The players must **discover the missing name and forge the key anew**.

CLUES TO SOLVING THE PUZZLE

- A **successful Investigation (DC 15)** check reveals that **the sword’s blade was shattered deliberately**.
- A **History check (DC 14)** allows a player to **recognize the warrior’s armor—it does not belong to any known era**.
- Runes flicker, forming fragments of a word:

“S _ l _ r.”

- If a player **places their hand upon the arch**, they receive a **single, distorted memory**—the vision of a figure standing where they now stand, whispering a name before vanishing into shadow.
- The warrior’s remains do not stir.

COMBAT ENCOUNTER: THE FIRST GUARDIAN

If the players **fail to complete the key**, attempt to **force the arch open**, or **speak the wrong name**, the warrior’s remains **begin to move**.

Slowly, impossibly, the skeletal figure rises. Where empty sockets once stared into the void, twin pinpricks of blue flame flicker to life. Its broken sword hums with a forceful presence, reforging itself in the air as it stands. Its voice is hollow, layered with many echoes at once:

“If the first key is not given, then another must take its place.”

THE FIRST GUARDIAN (STAT BLOCK)

THE FIRST GUARDIAN

Large Undead, Lawful Neutral

Armor Class 19

Hit Points 120 (16d10 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Str +9, Wis +7

Damage Resistances Psychic, Necrotic, Radiant

Condition Immunities Charmed, Frightened, Paralyzed

Senses Darkvision 60 ft., Passive Perception 16

Languages Understands all languages but only speaks in echoes

Challenge 11 (7,200 XP)

TRAITS

Bound by Oath. The First Guardian cannot be destroyed unless the key is restored or another takes its place.

Eternal Vigil. The Guardian knows the names of those who have entered the Mansion

but does not reveal them unless defeated.

Weight of Duty. Any creature that deals damage to the Guardian must make a **DC 16 Wisdom saving throw** or suffer the effect of the *Slow* spell for 1 minute.

ACTIONS

Multiattack. The Guardian makes two **Oblivion Strike** attacks.

Oblivion Strike. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.

Hit: 28 (5d10 + 5) force damage. The target must succeed on a **DC 16 Strength saving throw** or be knocked prone.

Echo of the First Key. (Recharge 5-6) The Guardian targets one creature within 30 feet. The target must make a **DC 17 Intelligence saving throw**. On a failure, they forget the last **5 minutes** of events within the Mansion, including why they are here.

DM GUIDANCE: RUNNING THIS ROOM

◆ HOW TO BUILD THE ATMOSPHERE

- The room should **feel ancient, weighty**—this place predates the Mansion itself.
- The Guardian should not **move suddenly**—it should only rise if the players **fail to restore what was lost**.
- The **whispers** should be subtle, growing stronger as they come closer to the correct answer.

◆ HOW TO LEAD THE PLAYERS TO THE SOLUTION

- The shattered sword **is part of the puzzle**—it needs a name to be whole again.
- If the players hesitate, the Guardian's **fingers twitch, its voice echoing in a strained whisper:**

“What was given... must be returned.”

- If the players complete the key correctly, the **arch stabilizes, and the Guardian lowers its blade, kneeling once more.**



REWARDS & CONSEQUENCES



IF THE PLAYERS SOLVE THE PUZZLE

- The Guardian **nods in silent approval**.
- The sword **becomes whole, and the arch stabilizes**.
- A **hidden passage** opens at the base of the dais, leading forward.



IF THEY ENGAGE THE FIRST GUARDIAN

- The battle is not about winning—it is about **survival**.
- If they defeat it, the arch **remains broken, and the true key is lost forever**.
- Instead of a passage, a **cold wind rushes through the chamber, whispering names that do not belong to the players**.

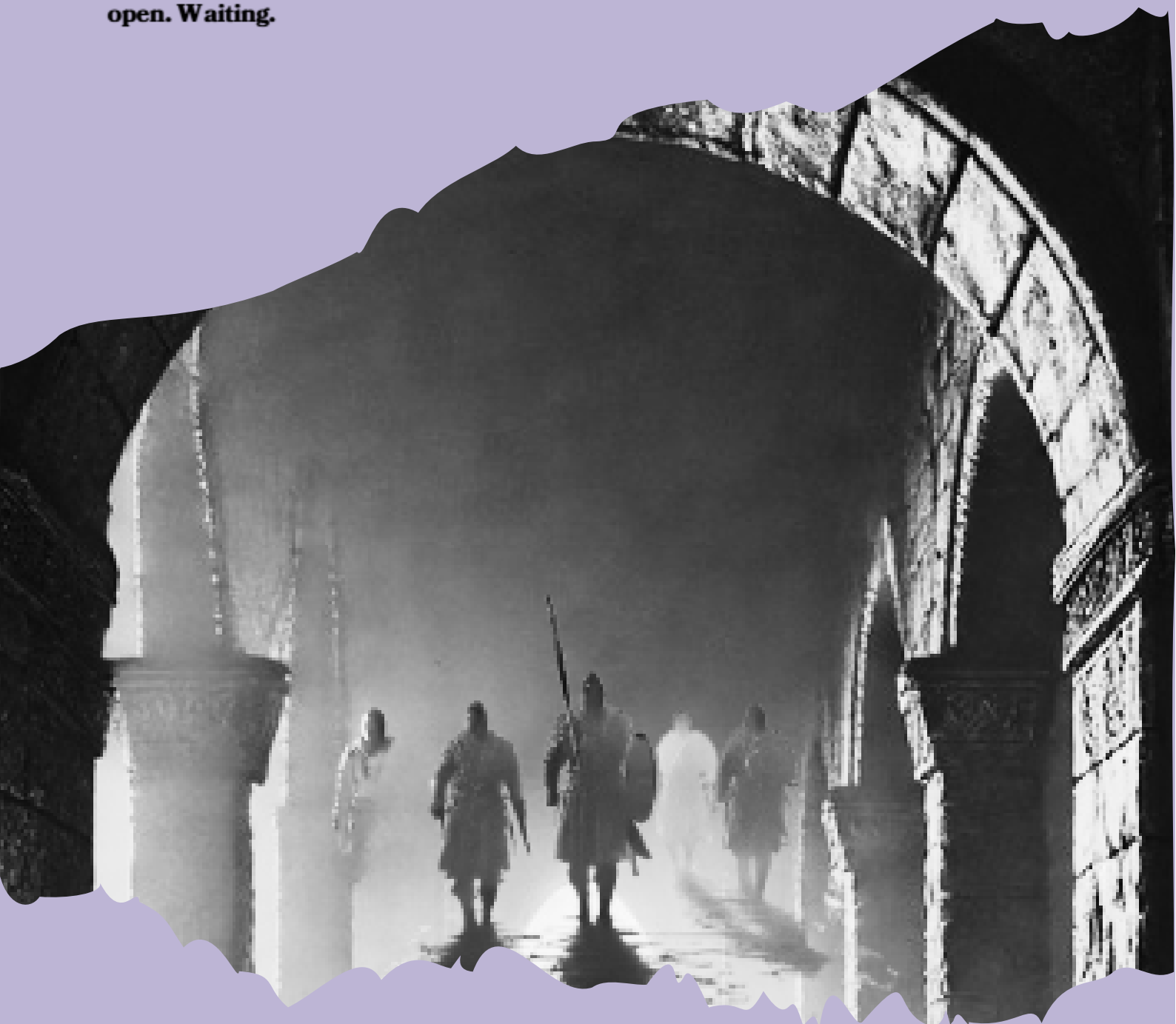
TRANSITION TO THE FINAL ROOM

*As they step through the hidden passage,
the Guardian speaks one last time, its voice
a fading echo:*

*"You walk toward an answer that cannot be
given."*

The players now move **deeper into the
Forgotten Wing, toward Room 10—the
final chamber.**

**And behind them, the arch remains
open. Waiting.**



◆ ROOM 10: THE CHAMBER OF THE FIRST DOOR



THE END OF THE PATH. THE TRUTH
behind the Mansion's deepest
secret.



ROOM

DESCRIPTION

The air thickens as the players step forward. This is not a room, not in the way the others were. There are no walls, no ceiling, no floor—only an endless expanse of black stone stretching into nothingness. The void above swirls like ink in water, shifting but never settling.

At the very center stands a door.

It is massive, ancient, and unlike any other in the Mansion. It is neither open nor closed, but frozen mid-motion, as though caught in a moment of indecision. The wood is impossibly old, yet untouched by decay. The frame bears no carvings, no inscriptions—only a single, empty space where something should be.

And standing beside it, watching with solemn patience, is a figure draped in robes of deep silver. Their face is neither young nor old, their presence neither welcoming nor hostile. Their hands are clasped before them, their expression unreadable. They meet the players' gaze and whisper:

"You have come further than most. But you will not find what you seek."

◆ KEY FEATURES OF THE ROOM

- **The First Door** – The door is **not truly open or closed**—it is **caught between states**, as if waiting for something.
- **The Silent Watcher** – The robed figure **does not stop the players from approaching**, but they do **not move from their place**.
- **The Void Beyond** – The darkness **does not threaten**, but it **does not welcome either**. Looking at it too long **induces a faint, persistent headache**.



PUZZLE: THE CHOICE THAT WAS NEVER MEANT TO BE

This room is **not about solving a puzzle**—it is about **understanding what they have found**.



HOW THE PUZZLE WORKS

- Players **decide what to do with the First Door**.
- The Watcher will answer questions, but **only with more questions in return**.
- Players **attempting to open the door**, find it **locked by something deeper than physical barriers**.



CLUES TO THE ROOM

- A **successful Insight (DC 16) check** reveals that **the Watcher is neither an enemy nor a guide—merely an observer**.
- A **Perception check (DC 14)** allows a player to notice that **the empty space on the door is shaped perfectly for something they found earlier in the Mansion**.
- The Watcher finally speaks:

"There is no answer beyond this door. Only another question."



COMBAT ENCOUNTER: THE ECHO OF THE FIRST STEP

If the players **attempt to force the door open, refuse to decide, or attempt to attack the Watcher**, the void ripples, and something **steps forward from the darkness**.

It is one of them.

But not as they are. As they were before they entered the Mansion. Or as they might have been if they had never come here at all. The figure moves like a shadow across water, flickering between possibilities, their face shifting with each step.

They speak in a voice that is both theirs and not theirs:

"You were never meant to reach this place."

THE ECHO OF THE FIRST STEP (STAT BLOCK)

THE ECHO OF THE FIRST STEP

Medium Aberration, Neutral

Armor Class 19

Hit Points 140 (18d10 + 36)

Speed 40 ft., spectral shift (see abilities)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	18 (+4)	16 (+3)	14 (+2)	10 (+0)

Saving Throws Dex +9, Wis +6

Damage Resistances Psychic, Force, Necrotic

Condition Immunities Charmed, Frightened, Stunned

Senses Truesight 60 ft., Passive Perception 17

Languages Understands all languages but only speaks in the players' voices

Challenge 12 (8,400 XP)

TRAITS

Spectral Shift. The Echo does not exist fully in this reality—whenever it is hit by an attack, roll 1d6:

- 1-3: The attack **phases through** harmlessly.
- 4-6: The attack **hits**, but only does half damage.

Perfect Reflection. The Echo copies the abilities, AC, and attack bonuses of **one random player at the start of each round.**

Lost Potential. If the Echo reduces a player to **0 HP**, the player must make a **DC 17 Wisdom saving throw** or lose one of their class abilities permanently until they leave the Mansion.

ACTIONS

Multiattack. The Echo makes **two Mirror Strike attacks.**

Mirror Strike. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.

Hit: 30 (6d8 + 4) force damage. The target must succeed on a **DC 17 Charisma saving throw** or suffer a **vision of a life they never lived**, rendering them incapacitated for 1 round.

Step Between Realities. (Recharge 5-6) The Echo disappears for 1 round, reappearing in a location of its choice within 30 feet.

DM GUIDANCE: RUNNING THIS ROOM

◆ HOW TO BUILD THE ATMOSPHERE

- The Watcher should feel **inevitable**, neither **welcoming nor cruel**.
- The void should feel **endless**, but not hostile—merely **indifferent**.
- The players should feel like they were never meant to get here.

◆ HOW TO LEAD THE PLAYERS TO THE SOLUTION

- The door is **not locked in a conventional sense**—something must be given to close it.
- If they hesitate, the Watcher simply asks:

“Would you walk through if it opened?”

- The Echo **only emerges if they force the door**—otherwise, they must decide what to do.



REWARDS & CONSEQUENCES



IF THE PLAYERS CLOSE THE DOOR

- The Watcher nods, stepping forward **for the first time**.
- The door **seals completely**, vanishing as if it had never been.
- A final sentence is whispered:

“You have chosen not to know.”



IF THEY ENGAGE THE ECHO

- The battle is **surreal**—fighting against themselves, against what they were or could have been.
- If they defeat it, the door remains, forever waiting.
- Instead of leaving, they are left with the knowledge that something is still behind it.

THE FINAL TRANSITION

As they step away, the Watcher watches in silence. The void swirls, but does not pull them in. The Mansion remains, its secrets unspoken.

They are free to leave. But something tells them that, one day, the door will appear again. Waiting.

The **Forgotten Wing is sealed. Or it is not.**

The players **have left with answers. Or only more questions.**

And somewhere, the Mansion shifts once more.



