

Mansion

Forgotten Names

5e

The Inner Circle

Bethany Graham

Danny Mendoza

Myq13

Kearney McKenzie

Sam Ryan

Vesala

Jayson

mike bowie

Ian porter

Chris Kallner

rhrzic

Jan Hesse

Richard Guidorizzi

Tony Helferich

Hannah Stilwell

Ben Timmonds

Wolframsmith LLC

Mark Brown

Logan

Rhel ná DecVandé

Karen Scott

Tim Weiss

Thurston Gray

Nathan D. Clark

Joshua Hyde

Krystal Norton

Chomners Sheheraze

Greg J

effrey Reynolds

Kun Palayarn

Gerry

Adam Stinson

F.E. Schneider

Luke Jones

Christopher Sabol

Michelle Carnahan

Krystal Stanley

Cadvan

Alexis

Obaid

Peter Lorenzen

Jeremy

Teodor Ahlinder

llyarden

Brett Jenkins

Erik Schnoerr

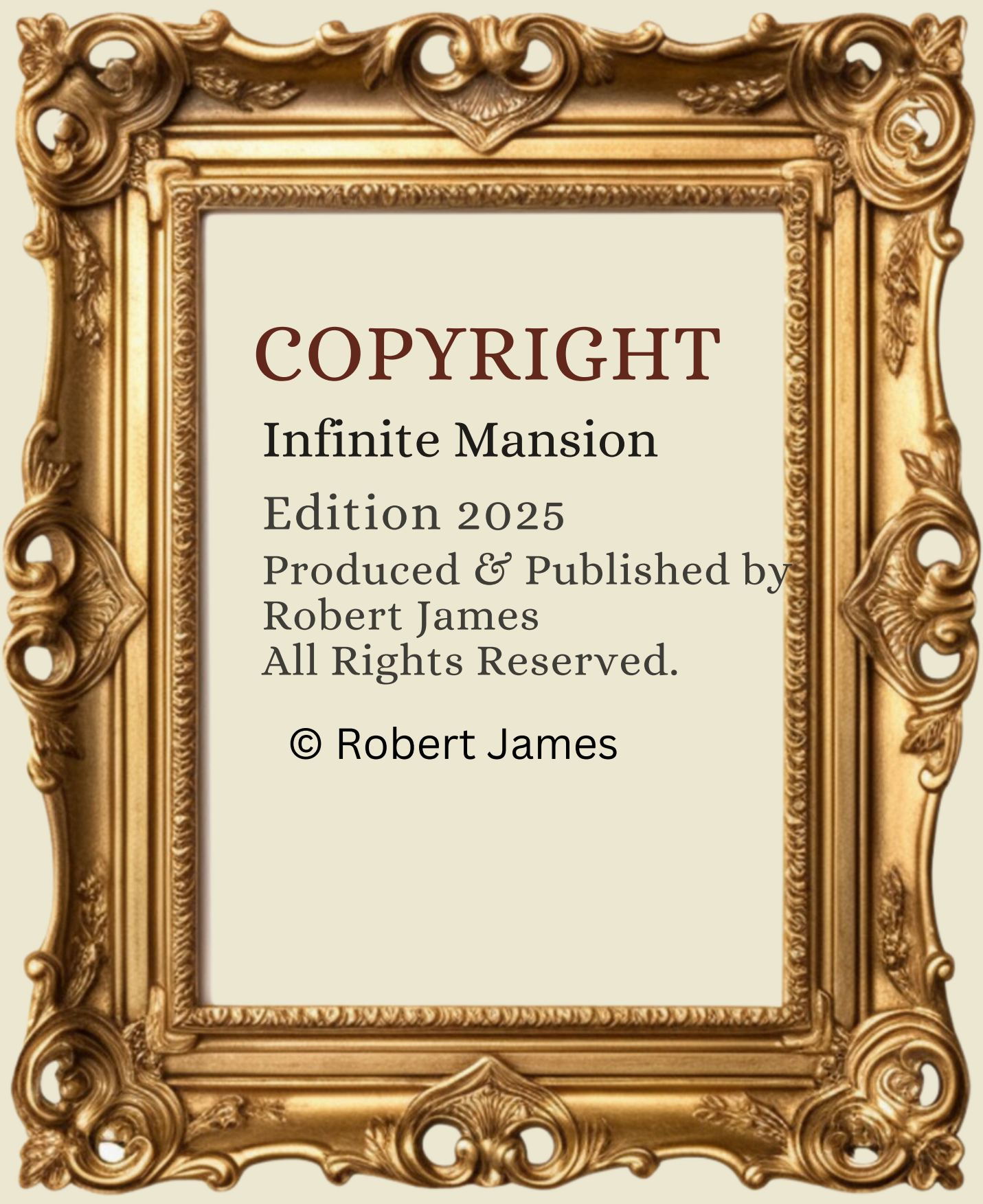


The Inner Circle

MaxDino26 The
Farmermancer
Meike Zoeckler
Luke mentele
Tabitha Tomlinson
Matthew Vanover
Sophia Sanchez J
ames Bulen
BA4 Also
IwishIwasginger
Ross Aitken
EncumberedPanda
Jason C Taylor
Joshua Ross
Jonathan Meadows
Helen
Chris S.
Felia
Odyssey
Wolfe
calixus
Tom Schwartz
M. Trout

Kyle botts
Twinblazex
Alexadamz
Vincent Lemay
Victoria
Mohegan
Gianmarco Anacarnil
Divittorio
Albert Hor
Jarred Bruggeman
Scal Taylor
mws



An ornate, rectangular gold frame with intricate scrollwork and floral patterns, surrounding the central text.

COPYRIGHT

Infinite Mansion

Edition 2025

Produced & Published by
Robert James
All Rights Reserved.

© Robert James

DM-TO-DM INTRODUCTION: THE FORGOTTEN WING

A PLACE WHERE NAMES ARE LOST, memories unravel, and those who are forgotten are never truly gone.

OVERVIEW

The Forgotten Wing is unlike any other section of the Infinite Mansion. It is not merely a collection of rooms, but a **graveyard of lost identities**, a labyrinth of whispers, and a place where the past is rewritten—or erased. Here, names hold power, and those who cannot reclaim their own history risk being consumed by the Mansion itself.

In these rooms, the players will **restore forgotten names, piece together lost identities, and face the consequences of memory unraveling in real time**. Their success will solidify these names in the Mansion's ever-shifting reality. Their failure will add them to the long list of those erased.

RUNNING THE FORGOTTEN WING

Each room in this wing presents a **unique puzzle or trial**, tied to **recovering a lost name**. Players must navigate these challenges carefully, as failure **has lasting consequences**—they may lose pieces of themselves or even replace those they seek to restore.

1 THEMES OF THE FORGOTTEN WING

- **Names Are More Than Words:** Names in this wing are not simply titles; they are **anchors to existence**. Without them, reality bends, memories fade, and the Mansion claims another victim.
- **Memory is a Fragile Thing:** The players will **encounter distorted truths**, fragmented echoes of history, and puzzles that **force them to question what is real and what has been lost**.
- **Erasure is the True Threat:** Unlike many other dangers in the Mansion, **the Forgotten Wing does not seek to kill**—it seeks to **erase**. Players must **fight not only to survive, but to be remembered**.

ROOM PROGRESSION & STRUCTURE

The rooms in this wing must be explored **in sequence**, as each restores a **missing piece of the Mansion's forgotten history**.

Room Number	Title	Core Challenge	Restored Name
1	The Forgotten Queen's Choir	Deciphering a hidden name through letter patterns	Victoria
2	The Hunting Lodge of the Unfinished Hunt	Following spectral claw marks to reconstruct an identity	Wolfe
3	The Chamber of Painted Truths	Identifying the false painting to restore a lost face	(No name restored, only truth revealed)
4	The Hall of Vanished Footsteps	Placing frozen statues in the correct order to recover their path	(No name restored, only memory recovered)
5	The Trial of the Golden Thread	Following mythic trials to restore a forgotten hero's name	Jason
6	The Room of Endless Doors	Finding the one true exit before the Mansion erases them	(Not a named figure, but an escape from erasure itself)
7	The Inscription of the Forgotten Name	Restoring the correct sequence of letters to reconstruct an erased identity	Tom Schwartz
8	The Room of the Shattered Mask	Reassembling a mask to reconstruct an erased identity	(No name restored, but a face remembered)
9	The Ghostly Inscription	Solving spectral trials to reveal a hidden name	Albert Hor
10	The Room of the First Name	Uncovering the first name ever erased from the Mansion	The First Forgotten

FAILURE STATES & CONSEQUENCES

The Forgotten Wing is not simply a puzzle dungeon—it is a **test of existence itself**. If the players fail too many challenges, they risk **losing more than just their progress**.

1 THE PLAYERS BECOME THE FORGOTTEN

- In some rooms, failure means **one of the players takes the place of a lost name**. If they cannot restore the identity correctly, **they begin to fade**.
- Some failures may cause a **player's reflection to no longer match them**, their voice to become a **whisper instead of words**, or their **shadow to vanish entirely**.

2 NAMES MATTER BEYOND THIS WING

- If **all names are successfully restored**, the players may **gain knowledge that no one else in the Mansion remembers**—or **even gain favor from the Mansion's true architects**.
- If **they fail too many times**, their own names may begin to **appear in future rooms of the Mansion**, half-carved into walls, as if their fate was already decided.

◆ HOW TO USE THIS WING IN YOUR CAMPAIGN

The Forgotten Wing can be run as:

- ✓ **A standalone one-shot:** A perfect self-contained adventure, where players must recover names before their own are erased.
- ✓ **A major chapter in the Infinite Mansion:** This wing could serve as **the gateway to unlocking deeper Mansion secrets**, requiring players to restore lost knowledge before proceeding to even stranger wings.
- ✓ **A modular set of rooms:** If desired, individual rooms could be **placed throughout the Mansion**, each as a separate name-restoring trial rather than a continuous wing.

◆ THE FINAL REWARD: THE MANSION REMEMBERS

If the players **restore every lost name**, the Mansion itself acknowledges their success. They **leave the Forgotten Wing not just with their own existence intact, but with proof that the Mansion is not all-consuming—it can give back what it has taken**.

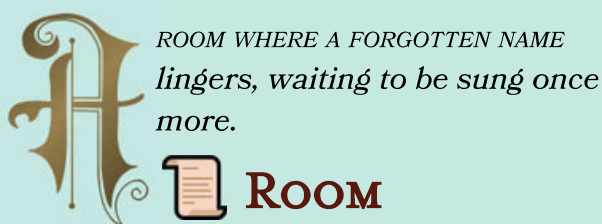
Yet, as they step beyond the final doorway, a single whisper lingers:

"But what of those who wished to be forgotten?"

The players now **move beyond the Forgotten Wing**, but the knowledge they carry may yet change their fate.



◆ THE PUZZLE OF THE FORGOTTEN QUEEN'S CHOIR



ROOM WHERE A FORGOTTEN NAME
lingers, waiting to be sung once
more.

ROOM DESCRIPTION

The room is vast, cathedral-like, with an arched ceiling lined with massive stained-glass windows. The only window left intact is a massive **prism window** at the far end, splitting the sunlight into a cascade of colors, forming a **perfect rainbow across the stone floor**. The air is thick with unspoken anticipation.

Eight spectral figures stand in a semicircle, each cloaked in a **single color: blue, green, orange, green, red, violet, indigo, and finally, a figure draped in robes of shifting rainbow hues**. Their faces are hidden beneath deep hoods, and their hands rest at their sides. Their voices hum faintly, but not in harmony—it is as if they are waiting for something.

As the players step forward, the specters lift their heads slightly. One whispers:

“She is lost. We must call her back. But the order must be true.”

◆ KEY FEATURES OF THE ROOM

- **The Prism Window** – A massive stained-glass window at the far end of the chamber, splitting light into a perfect **rainbow** that aligns with the **spectral figures**.
- **The Silent Choir** – The **eight ghostly figures**, each cloaked in a **single color** corresponding to **ROYGBIV**, with the last figure cloaked in **shifting rainbow hues**.
- **The Forgotten Hymn** – The **song of the choir is incomplete**, missing the **correct order of voices** to restore their lost queen.

✚ PUZZLE: THE CHOIR'S LOST HARMONY

The players must **restore the choir's song** by **activating the spectral figures in the correct order**.

🗝️ HOW THE PUZZLE WORKS

- Each spectral figure **sings a single note** and **utters a single letter** when touched.
- The players must **realize that the prism window's rainbow holds the key**—its colors align perfectly with the spectral robes, revealing the correct sequence.
- The choir must be activated in the **ROYGBIV order**, with the **Rainbow-cloaked figure singing last**.

Robe Color	Corresponding Letter	Order
Red	V	1st
Orange	I	2nd
Yellow	C	3rd
Green	T	4th
Blue	O	5th
Indigo	R	6th
Violet	L	7th
Rainbow	A	8th (Final)

🗝️ CLUES TO SOLVING THE PUZZLE

1 THE PRISM WINDOW (THE STRONGEST CLUE)

- The **rainbow spectrum of light** aligns perfectly with the spectral figures.
- A **successful Perception (DC 12)** check reveals that the **figures' robes subtly glow** when standing in their corresponding color.

2 THE INCOMPLETE HYMN

- A **stone tablet** rests on an altar, its **lyrics fragmented**.
- A **successful History (DC 14)** check reveals that **the last lines of the song were**:

“Her name, sung true, will guide her home.”

3 THE ORDER OF NATURE

- A **Nature or Arcana (DC 13)** check reminds a player that **light refracts in a fixed pattern, forming the same order as the spectral robes.**
- The Rainbow-cloaked specter whispers:

"Follow the light. As it bends, so must we."



SOLVING THE PUZZLE

- The players must **touch or activate the spectral figures in the correct order (ROYGBIV).**
- If correct, the **final figure sings the last letter, completing the hymn.**
- The choir bows their heads as the **prism window pulses with light.**

The final note echoes through the chamber, and an inscription appears upon the altar:

"Victoria was never meant to be forgotten."

- A **hidden door creaks open**, leading deeper into the Mansion.



FAILURE STATES

IF THE PLAYERS ACTIVATE THE WRONG ORDER

- The specters **remain silent**, and the prism window **dims, draining the colors from the room.**
- The figures begin to **murmur in hushed, distorted tones**, growing **restless.**
- The Rainbow figure **steps forward, its form distorting violently.**



COMBAT ENCOUNTER: THE FRACTURED CHOIR

If the **players fail three times**, the specters begin to **unravel, their voices clashing in discordant screams.**

The final figure twists unnaturally, its robes shifting like liquid as its body expands beyond human proportions. Its hood falls back, revealing not a face, but a void where light is devoured. Its voice is a cacophony of fragmented syllables, speaking all names but its own.



THE FRACTURED CHOIR (STAT BLOCK)

THE FRACTURED CHOIR

Large Aberration, Chaotic Neutral

Armor Class 17

Hit Points 110 (15d10 + 30)

Speed 30 ft., spectral shift (see abilities)

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

Saving Throws Dex +7, Wis +5

Damage Resistances Psychic, Necrotic, Radiant

Condition Immunities Charmed, Frightened, Stunned

Senses Darkvision 60 ft., Passive Perception 16

Languages Understands all languages but speaks in jumbled echoes

Challenge 10 (5,900 XP)

TRAITS

Echoing Discord. The Choir warps reality, forcing creatures within 30 feet to hear broken versions of their own voices.

Disrupting Note. Any creature within 15 feet of the Choir must make a **DC 16 Wisdom saving throw** or suffer disadvantage on all Intelligence, Wisdom, and Charisma checks for 1 minute.

ACTIONS

Multiattack. The Choir makes **two Dissonance Strike** attacks.

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

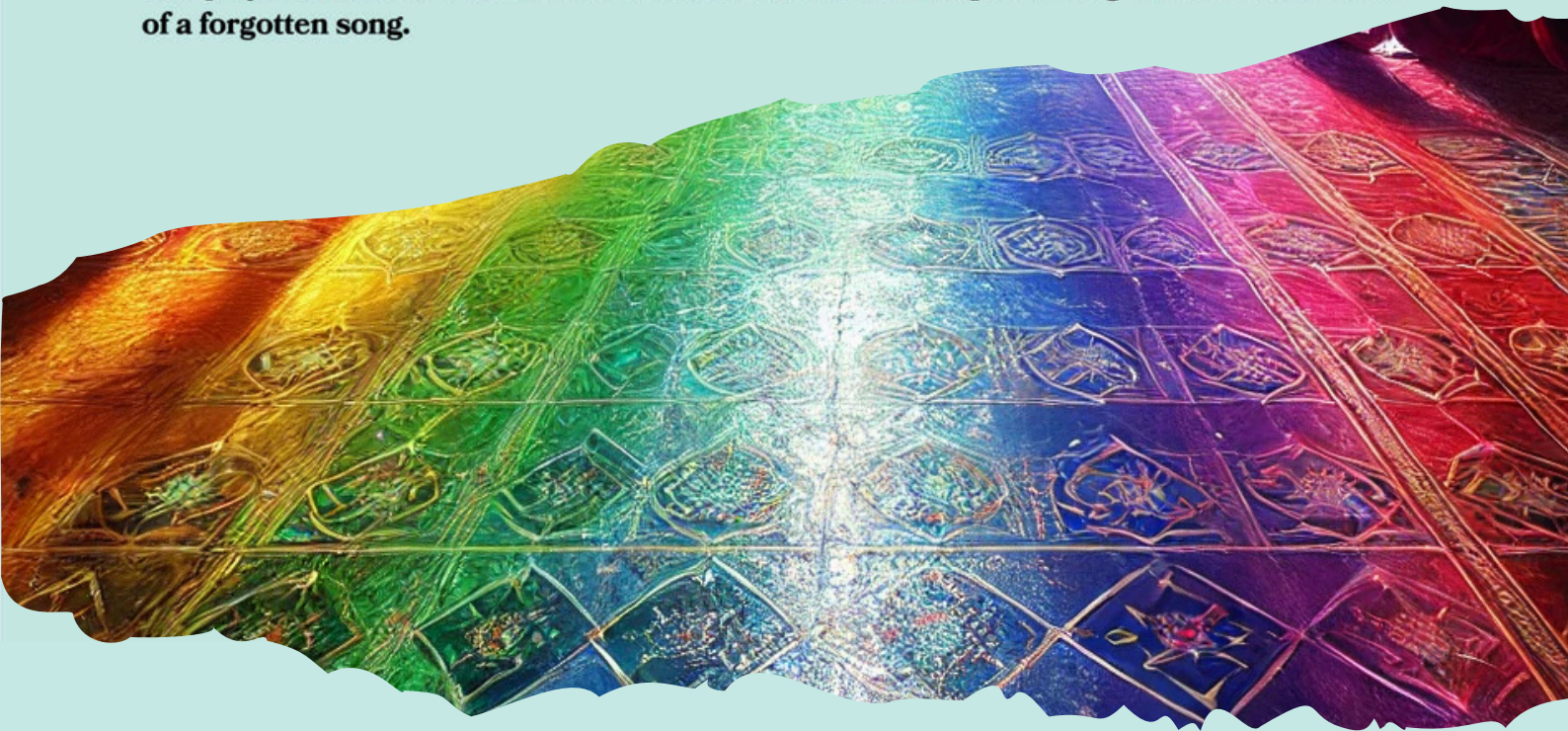
Hit: 24 (5d8 + 4) force damage. The target must succeed on a **DC 17 Charisma saving throw** or be **unable to speak for 1 minute**.

Cacophonous Wave. (Recharge 5-6) The Choir releases a burst of conflicting notes. All creatures within 30 feet must make a **DC 17 Constitution saving throw** or take **30 (6d10) thunder damage** and be **deafened for 1 minute**.

TRANSITION TO THE NEXT ROOM

As the final note fades, the door at the back of the chamber creaks open, revealing the path deeper into the Mansion.

The players now move **toward the final rooms, their footsteps echoing with the last strains of a forgotten song.**



◆ LODGE OF THE UNFINISHED HUNT



PLACE WHERE THE LAST HUNT NEVER ended, and the hunter was never the prey.



ROOM

DESCRIPTION

The wooden doors creak open, revealing a grand hunting lodge frozen in time. The air carries the scent of damp earth, old wood, and something faintly metallic—blood, long dried. Mounted antlers and faded banners hang above a great stone fireplace, its embers cold and lifeless. Thick wooden beams line the high ceiling, carved with intricate patterns of interwoven animals locked in eternal pursuit.

Five deep claw marks scar the wooden floor, spreading toward the walls like an unseen beast had once paced here in restless fury. Empty plaques rest above the fireplace, as if trophies were once displayed but have long since been removed. A whisper rustles through the still air, guttural and distant, threading through the cracks in the wood:

“The hunt is not over.”

◆ KEY FEATURES OF THE ROOM

- **The Trophy Wall** – Once a place of great triumph, now a **wall of empty plaques**, each marked only with scratches.
- **The Five Clawed Marks** – Deep gouges cut through the wooden floor, doorframes, and stonework in erratic patterns.
- **The Abandoned Map Table** – A **hunting map rests upon the great oak table**, stained with dried blood, marking an unknown quarry.



PUZZLE: THE TRAIL OF FIVE MARKS

The players must **reconstruct the events of the last hunt by following the five clawed marks in the correct order.**



HOW THE PUZZLE WORKS

- The players must **trace the claw marks in the correct sequence**, aligning them with **hunting notes left behind.**
- If touched **in order**, each mark **glows faintly, revealing a single letter** until the full name is restored:
W - O - L - F - E
- If they activate them incorrectly, **the shadows lengthen, and distant howls echo through the room.**



CLUES TO SOLVING THE PUZZLE

- A **successful Investigation (DC 14)** check reveals that **each claw mark aligns with notes on the hunting map.**
- A **Nature check (DC 13)** allows a player to recognize that **the marks are too precise, too intentional, as if placed deliberately.**
- The fireplace bears a **faded inscription**, barely visible under layers of dust:

“The wolf does not run from the hunter.
The hunter runs from the wolf.”

- If the players trace **four marks correctly**, the fifth appears **on the back of the great wooden chair before the fireplace.**

A final whisper ripples through the lodge:

“Wolfe was never the prey”

✗ FAILURE STATES & CONSEQUENCES

If the players **activate the claw marks in the wrong order or ignore the clues**, the whisper **grows into a deep, guttural growl**.

The room turns frigid, and golden eyes appear in the darkness between the rafters. First one, then three, then five. A spectral presence unfurls from the shadows, its form shifting between wolf and something far worse.

A voice brushes against their minds, distant yet piercing:

"You are the hunted now."

✗ COMBAT ENCOUNTER: THE SHADOW OF WOLFE

If the players fail, **the beast manifests from the darkness, its body half-wolf, half-shadow, with burning golden eyes**.

THE SHADOW OF WOLFE

Large Aberration, Chaotic Neutral

Armor Class 18

Hit Points 120 (16d10 + 32)

Speed 50 ft., spectral shift (see abilities)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	18 (+4)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +9, Wis +6

Damage Resistances Psychic, Force, Necrotic

Condition Immunities Charmed, Frightened, Stunned

Senses Darkvision 60 ft., Passive Perception 17

Languages Understands all languages but speaks only in howls

Challenge 11 (7,200 XP)

TRAITS

Unseen Hunter. The Shadow of Wolfe cannot be detected by nonmagical means unless it chooses to reveal itself.

Predator's Mark. If a player is struck twice in the same round, they must make a DC 16

Wisdom saving throw or suffer the Frightened condition for 1 minute.

Echo of the Hunt. Each attack carries an echo of past hunts, forcing the target to see visions of their own failures and lost battles.

ACTIONS

Multiattack. The Shadow of Wolfe makes two Lunar Bite attacks.

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

Hit: 26 (5d8 + 4) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or take an additional 2d6 damage at the start of their next turn.

Howl of the Lost Hunt. (Recharge 5-6) The Shadow releases a deafening howl. All creatures within 30 feet must make a DC 17 Wisdom saving throw or be paralyzed in fear for 1 round.

📖 DM GUIDANCE: RUNNING THIS ROOM

◆ HOW TO BUILD THE ATMOSPHERE

- The lodge should feel **abandoned but not empty—something still lingers**.
- The **whispers should be distant at first**, growing clearer as the players activate the correct claw marks.
- The moment they complete the sequence, the **cold vanishes, as if the hunt is finally over**.

◆ HOW TO GUIDE PLAYERS TO THE SOLUTION

- The **hunting map** contains faint, faded initials: **W. Wolfe**.
- The **bloodstained inscription on the fireplace** is a key clue that **the prey was never truly being hunted**.
- If they struggle, a faint **wolf's howl** can guide them toward the correct sequence.

REWARDS & CONSEQUENCES

IF THE PLAYERS SOLVE THE PUZZLE

- The final claw mark **glows with spectral light** before fading.
- A **silver hunting dagger** appears upon the table, its inscription reading:

"A hunter does not chase shadows, unless they wish to become one."

- The **door hidden behind the fireplace** creaks open, leading deeper into the Mansion.

IF THEY ENGAGE THE SHADOW OF WOLFE

- The battle is **a test of survival** rather than pure combat.
- If they defeat the beast, **the final claw mark appears, but the truth remains hidden.**
- Instead of the fireplace door opening, **a hidden trapdoor in the floor** reveals a dark descent.

TRANSITION TO THE NEXT ROOM

As they step beyond the lodge, the warmth of the fire returns for a brief moment, as if something has been set right. But as the doors close behind them, a single claw mark remains etched in the wood—waiting, watching.

The players now move **deeper into the Forgotten Wing**, carrying the final echoes of a hunt that never truly ended.



◆ THE CHAMBER OF PAINTED TRUTHS



GALLERY WHERE ART DOES NOT DEPICT
the past, but shapes the present.



ROOM DESCRIPTION

The doors open to reveal a vast, circular chamber lined with towering frames. The walls are covered in massive oil paintings, stretching from floor to ceiling, their subjects frozen in unsettling poses. The figures within them seem lifelike—too lifelike—as though they were painted from memory, not imagination.

Some paintings show grand halls of the Mansion, others depict landscapes that should not exist, yet among them are strange, incomplete portraits—faces blurred, features missing, or figures with their backs turned. Some of the painted eyes seem to follow the players, their expressions flickering subtly when not directly observed.

At the center of the chamber stands an **empty gilded frame, its canvas torn and burned at the edges.**

As the players step further inside, the door behind them softly clicks shut. A whisper comes—not from any voice, but from the paintings themselves:

“Some are remembered. Some are forgotten.
Some... were never meant to be..”

◆ KEY FEATURES OF THE ROOM

- **The Grand Portraits** – Some depict **long-lost figures of the Mansion**, others **familiar places from the players’ own world**.
- **The Incomplete Paintings** – These are **missing faces, names, or crucial details**. Some **have been defaced**, as though someone tried to erase them.
- **The Empty Frame** – At the center of the room, a massive **gilded frame stands empty**, its canvas destroyed.



PUZZLE: THE PAINTING THAT DOES NOT BELONG

The players must **find the painting that does not belong to the Mansion’s history** before they, too, become part of it.



HOW THE PUZZLE WORKS

- There are **seven major paintings** in the chamber. **Six depict known places and people from the Mansion’s past.**
- One **does not belong**. It is a painting that **shifts when observed, changing details between glances.**
- The players must **study each painting** and determine which one is a **fabrication, an illusion, or an anomaly.**



CLUES TO SOLVING THE PUZZLE

1

THE INCONSISTENT DETAILS

- A **successful Investigation (DC 14) check** allows a player to notice that **one painting has subtle inconsistencies**—
 - A **figure that changes posture.**
 - A **room where the perspective is slightly wrong.**
 - A **candle flicker with no wind.**

2

THE WHISPERING FRAMES

- If a player **touches the wrong painting**, a voice **hisses from the canvas:**

“That was not my name.”

- A **successful Perception (DC 13) check** reveals that **one painting does not whisper at all.**

3

THE EMPTY FRAME’S CONNECTION

- If a player **steps too close to the empty frame**, their **reflection flickers and distorts**, revealing a **different version of themselves.**
- A **successful Arcana (DC 15) check** suggests that the **false painting is feeding into the void of the empty frame, trying to overwrite reality.**

THE SOLUTION

Players must **name the false painting aloud** or **attempt to remove it from the wall**.

- If they do, the illusion **shatters**, revealing a **portrait of someone they do not know**—**yet they feel as if they should**.
- The missing name **appears at the bottom of the frame in gold letters**.

"He should not have been here. And yet, he was."

- A hidden passage **opens behind the grandest portrait**, leading deeper into the Mansion.



FAILURE STATES & CONSEQUENCES

IF THE PLAYERS CHOOSE THE WRONG PAINTING

- The portraits **begin to bleed**, their oil paint melting into rivulets of dark ink.
- The figures **step forward from the frames**, **distorted and unfinished**.
- The empty frame **begins to pull at reality itself**, seeking something to replace what was lost.

COMBAT ENCOUNTER: THE FORGOTTEN CANVAS

If the players fail, **the empty frame takes shape, forming a living entity of paint and shadow**.

The canvas twists, stretching outward as color bleeds into three-dimensional form. A hollow figure emerges—one without a face, without features, yet it reaches toward the players with an artist's brush in one hand and a razor-sharp palette knife in the other. It does not speak, but the portraits around the room whisper for it.

"If you do not belong, you must be remade."

THE FORGOTTEN CANVAS (STAT BLOCK)

THE FORGOTTEN CANVAS

Medium Construct, Neutral

Armor Class 16

Hit Points 95 (13d8 + 39)

Speed 30 ft., can phase through walls

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	12 (+1)	16 (+3)	8 (-1)

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

Living Canvas. The Forgotten Canvas can mimic the attack patterns of the last creature that struck it.

Distorted Reality. Any creature within 10 feet of the Canvas must make a **DC 15 Intelligence saving throw** or suffer **disadvantage on all Perception checks**.

ACTIONS

Multiattack. The Canvas makes **two Brushstroke Slash attacks**.

Brushstroke Slash. *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 see their **own face appear briefly in one of the paintings**.

Repaint Reality. (Recharge 5-6) The Canvas forces one creature within 30 feet to make a **DC 17 Charisma saving throw**. On a failure, their appearance changes to match someone in the paintings, rendering them **unrecognizable to their allies for 1 minute**.

DM GUIDANCE: RUNNING THIS ROOM

◆ HOW TO BUILD THE ATMOSPHERE

- The room should feel **watchful**, as if the **players are being studied**.
- The false painting **should subtly change each time the players look at it**.
- The **portraits whisper when backs are turned**, but go silent when directly observed.

◆ HOW TO GUIDE PLAYERS TO THE SOLUTION

- If they hesitate, **the whispers start forming incomplete words, hinting at the missing name**.
- If they approach the empty frame, their **reflection distorts, briefly showing another face**.
- The moment the correct painting is chosen, **the entire room exhales, as if reality itself was holding its breath**.

TRANSITION TO THE NEXT ROOM

As the final illusion collapses, the portraits go still, their subjects frozen in perfect silence. The door creaks open, revealing the path forward.

The players now move **deeper into the Mansion**, carrying the weight of something remembered that should have never been known.



◆ THE HALL OF VANISHED FOOTSTEPS



ROOM WHERE MEMORY FADES WITH every step, and those who linger too long may never leave.



ROOM

DESCRIPTION

The door swings open into a vast, silent ballroom. The floor is made of polished obsidian tiles, their surface so reflective that it seems as if there is a second ballroom beneath them. Moonlight filters through towering arched windows, yet no dust hangs in the air. The room is pristine—too pristine, untouched, as though no one has set foot here in centuries.

Yet something is wrong.

As the players step inside, they realize there are no footprints—not their own, nor any that came before them. The floor remains unmarked, no matter how they move. The silence deepens. A sensation of weightlessness brushes over them, as if the room itself is reluctant to acknowledge their presence.

Lining the edges of the room, frozen in perfect stillness, are **six statues of unknown figures**. Their faces are blank, their bodies poised mid-step, as though caught in motion—yet none of them cast reflections in the floor.

A whisper brushes against their minds, calm but firm:

“You do not belong here. Not yet.”

◆ KEY FEATURES OF THE ROOM

- **The Reflectionless Floor** – The **obsidian tiles reflect everything but footsteps**—the players appear in the reflection, yet **their movements leave no mark**.
- **The Six Statues** – Lifelike figures, **caught mid-step**, frozen in place. Each statue **resembles someone unfamiliar**, yet one detail—a **piece of armor, a favored weapon, a familiar trinket**—seems unsettlingly **recognizable to the players**.
- **The Silent Ceiling** – The high ceiling is **covered in murals**, but the details **blur and fade** when looked at too closely.



PUZZLE: RESTORING THE FORGOTTEN PATH

The players must **retrace the steps of those who came before**, restoring the memory of the room **before they, too, are erased**.



HOW THE PUZZLE WORKS

- The players **cannot see their own footprints**, but there **is a way forward—if they can find it**.
- Each statue represents **a traveler who once passed through this room—but failed to leave**.
- The only way to escape is to **restore the path they walked**, placing the statues **in the correct order** so that their **lost footprints return**.



CLUES TO SOLVING THE PUZZLE

1 THE REFLECTIONS REVEAL THE TRUTH

- A **successful Perception (DC 14) check** reveals that while **the statues cast no reflections, their shadows do move slightly**—as if trying to step forward.
- If a player **stares at the floor's reflection for too long**, they briefly see **ghostly footprints appear in the reflection, showing the correct path**.

2 THE STATUES WHISPER IF MOVED

- If a player **touches a statue**, they hear a faint, distorted voice in their mind—**memories not their own**.
- The voices **do not speak full sentences**, only **fragmented thoughts, emotions, or final words before being forgotten**.

“I was first. I should not have been.”
“She followed me. The door was open then.”

“He hesitated. He is still here.”

3 THE MURALS SHIFT WITH PROGRESS

- As the players **move the statues**, the **blurred murals above shift**, revealing **more details of the figures' past movements**.
- If the statues are placed **in the wrong order**, the murals **darken**, and the players **begin to feel an unnatural stillness settling into their limbs**.

THE SOLUTION

The players must **place the six statues in the correct order** to match the **footprints that appear in the reflection**.

- If arranged correctly, a **seventh set of footprints appears—leading to the exit**.
- If they step **into these spectral footprints**, their own return, and the door **at the far end of the ballroom creaks open**.

FAILURE STATES & CONSEQUENCES

IF THE PLAYERS MOVE THE STATUES INCORRECTLY

- The whispers **grow frantic**, turning into echoes of confusion and despair.
- The statues **begin to subtly change**, their blank faces gaining **faint, unfinished features—features that resemble the players**.

COMBAT ENCOUNTER: THE FORGOTTEN DANCERS

If the players **fail three times**, the statues **begin to move, but not in the way they expect**.

The statues' heads snap toward the players. Their blank faces stretch, sculpting expressions of sorrow and loss. Their hands rise, and they step forward—not with grace, but with unnatural, stuttering motions, as though forcing themselves into movement after centuries of stillness. The ballroom itself begins to waver. The reflection distorts. The figures lunge.

THE FORGOTTEN DANCERS (STAT BLOCK)

THE FORGOTTEN DANCERS

Medium Undead, Neutral

Armor Class 17

Hit Points 85 (12d8 + 24)

Speed 30 ft., spectral step (see abilities)

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, Necrotic, Radiant

Condition Immunities Charmed, Frightened, Stunned

Senses Darkvision 60 ft., Passive Perception 15

Languages Understands all languages but only speaks in distant echoes

Challenge 9 (5,500 XP)

TRAITS

Unseen Footfalls. The Dancers' movements **leave no trace**—they can step through solid objects and appear where they were never seen.

Predator's Waltz. If a player **fails a saving throw against an attack**, they begin to **mirror the Dancers' movements involuntarily**, suffering **disadvantage on all Dexterity-based checks**.

ACTIONS

Multiattack. The Dancers make **two Hollow Step attacks**.

Hollow Step. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 22 (4d6 + 4) necrotic damage. The target must succeed on a **DC 16 Wisdom saving throw** or suffer a **fragment of a lost memory** for 1 hour.

Eclipse Waltz. (Recharge 5-6) The Dancers force one creature within 30 feet to make a **DC 17 Wisdom saving throw**. On a failure, the target becomes **unable to perceive their own movement**, believing themselves frozen in place for 1 minute.

TRANSITION TO THE NEXT ROOM

As the final statue is placed correctly, the room exhales—like a held breath finally released. The reflection on the floor stabilizes, and the long-forgotten footprints return.

The ballroom doors swing open, revealing the path forward. The players step through, their reflections following—but one pair of footsteps lingers a moment too long, hesitating, before vanishing into the polished stone forever.

The players now move **deeper into the Mansion, but something unseen still lingers behind them.**



◆ THE TRIAL OF THE GOLDEN THREAD



TRIAL LEFT UNFINISHED. A NAME LEFT unspoken. A hero waiting to be remembered.



ROOM

DESCRIPTION

The door swings open into an ancient stone chamber, its walls lined with towering marble pillars. A golden tapestry stretches across the ceiling, depicting a **hero sailing a blackened sea**, facing monstrous shapes in the deep. The figures in the tapestry, however, have no faces—their features erased by time.

At the center of the chamber, an ornate pedestal holds a **golden thread**, woven into an intricate knot. Beyond it, the walls of the room are **shifting**, slowly rearranging into a maze of stone and shadow. The golden thread **unwinds**, slithering forward into the labyrinth, waiting for the players to follow. A voice drifts through the chamber, weary and distant:

"The thread was cut before the journey ended. The path was taken, but the name was lost.."

◆ KEY FEATURES OF THE ROOM

- **The Shifting Labyrinth** – The chamber rearranges itself as the players navigate it. Walls **shift** unpredictably unless the **golden thread** is followed.
- **The Golden Thread** – A magical strand of gold guiding the players, but **only if they pass each trial**.
- **The Three Trials** – Three **puzzle challenges** where the players must **recover parts of the lost name**.



PUZZLE: RESTORING THE FORGOTTEN NAME

The players must navigate the **shifting maze** by following the golden thread. At **each trial**, they uncover **one fragment of the lost name**.

At the end, **if they have collected all three fragments**, they can **piece together the hero's full name—Jason**.



HOW THE PUZZLE WORKS

- The players **follow the golden thread**, leading them to **three different challenges**.
- Each **trial reveals a piece of the hero's name**, hidden in **clues, whispers, or inscriptions**.
- The final statue **asks them to restore his name—using the pieces they've gathered**.



THE THREE TRIALS & THEIR CLUES

1 THE TRIAL OF THE COLCHIS FLAMES (FIRST LETTER: "J")

A **bronze brazier stands unlit**, inscribed with symbols. The golden thread stops before it, waiting. Nearby, three urns contain different powders—**black ash, crimson ember, and gold dust**.

- The players must **choose the correct powder** to ignite the brazier.
- A **successful Arcana or History (DC 14) check** reveals that **only the golden dust can produce flame without burning**.
- When lit, the fire reveals **a name half-burned into the stone beneath it**:

"J— The first letter of the hero's name. The first step upon the path."

- The golden thread **unwinds further**, leading to the next trial.

2 THE TRIAL OF THE IRON BULL (SECOND LETTER: "A")

A massive **statue of a bull, forged from black iron, blocks the way**. Its hollow eyes burn with dim embers, and the golden thread vanishes beneath its hooves.

- The players must **find a way to move or disable the Iron Bull** to proceed.
- A **successful Strength (DC 16) check** allows them to **physically push the statue aside**.
- A **successful Investigation (DC 14) check** reveals that the **statue's base bears an engraving, partially worn away**:

"A— A name carried across the sea, left in the wake of his ship."

- The golden thread **pulls further into the maze.**

3 THE TRIAL OF THE SILENT NAME (REMAINING LETTERS: "S O N")

*At the heart of the maze, a final **statue stands—a cloaked figure, its face worn away by time.** The golden thread coils around its feet, yet its mouth is open, as if whispering a name never spoken. The pedestal bears only a single inscription:*

"The name of the hero, spoken once, now lost."

- The players must **complete the name using the letters they have recovered.**
- A **successful Intelligence (DC 12) check** reminds them that they have gathered:
 - **J** (Trial 1)
 - **A** (Trial 2)
 - The missing letters **S O N** are inscribed on the statue's **shoulder**, but only visible **in the reflection of the golden thread.**

If the players piece together the name "Jason" and speak it aloud, the golden thread flashes brightly, weaving itself into the statue's form. The face reforms, and for a brief moment, the hero's eyes open. A voice, distant and weary, whispers:

"I was never meant to be forgotten."

✗ FAILURE STATES & CONSEQUENCES

- If the players **fail to collect all three fragments**, they cannot restore the name, and the **maze begins to collapse.**
- If they fail **all three trials**, the golden thread **vanishes, and they must fight the Shadow of the Lost Hero.** This creature injures by stabbing players's shadows, to defeat they must align their shadow weapons to stab in return.

📖 TRANSITION TO THE NEXT ROOM

As the golden thread finishes weaving, the maze ceases shifting. A final whisper lingers as a hidden door opens beyond the statue:

"The hero was remembered."

The players now **move deeper into the Mansion, carrying the weight of a name that should never have been forgotten.**

◆ THE ROOM OF ENDLESS DOORS



PLACE WHERE EVERY EXIT IS THE wrong one—until it isn't.

ROOM DESCRIPTION

The players step into a circular chamber with walls that stretch far beyond sight. The room is silent, save for the soft hum of unseen energy. Lining the walls are **twenty identical doors**, each made of smooth, unmarked wood. There are no labels, no symbols—just endless choices. A single **golden key** lies at the center of the floor, waiting.

Behind them, the door they entered through vanishes.

Something is wrong. The air is heavy, expectant. When a player approaches the doors, they realize that each has **a keyhole—but they all fit the golden key perfectly**. There is no way to tell which one leads forward.

A whisper drifts through the chamber, calm but firm:

“Not all paths lead forward. Choose wisely—or be forgotten.”

◆ KEY FEATURES OF THE ROOM

- **The Endless Doors** – The walls are lined with **twenty identical doors**, stretching in an infinite loop.
- **The Golden Key** – A key that fits into every door, but offers **no indication of which is correct**.
- **The Vanishing Entrance** – Once inside, the **door the players entered through disappears**. There is no going back.

✚ PUZZLE: FINDING THE TRUE DOOR

The players must **identify the correct door** to move forward before the **Mansion erases them entirely**.



HOW THE PUZZLE WORKS

- If the players **choose the wrong door**, they **find themselves back in the same room—no matter which door they take**.
- Every time they enter the wrong door, **something changes**—the room **subtly alters**, trying to make them forget the way forward.
- The players must **use perception, logic, and observation** to find the one door that actually leads onward.



CLUES TO SOLVING THE PUZZLE

1 THE SHADOW THAT MOVES WRONG

- A **successful Perception (DC 14)** check reveals that **one door has a faint shadow beneath it**—but the shadow is **wrong**, stretching in a direction that doesn't match the room's lighting.
- If a player inspects it further, they hear a **single whispered word** from beneath the door:

“Forward.”

2 THE WHISPERING DOORS

- If a player **places their ear against a door**, they hear faint whispers behind some of them.
- Some **whisper their names**, others **speak in voices they recognize**, trying to lure them into the wrong choice.
- Only **one door remains completely silent**. This is the correct door.

3 THE DOOR THAT WATCHES

- As the players examine the chamber, **they may notice that one door always seems to be slightly open—but only when they're not looking directly at it**.
- A **successful Insight (DC 15)** check lets a player realize that **this door is waiting—it only opens for those who acknowledge it**.

If the players step toward it, the air shifts. The other doors fade into the distance, and the correct door stands alone.

✗ FAILURE STATES & CONSEQUENCES

IF THE PLAYERS CHOOSE THE WRONG DOOR

- They **find themselves back in the room—but something has changed.**
- The **golden key feels heavier, colder.** The walls seem **a little closer.**
- After **three wrong choices**, one player **begins to forget why they are here** (Wisdom Save DC 16 to resist).

🦋 COMBAT ENCOUNTER: THE FORGOTTEN PATH

If the players **fail too many times**, the Mansion **takes action.**

*The walls flicker, and a shape steps forward from a door they never noticed before. A figure emerges—an echo of themselves, but with **no face, no voice, only presence.** Its body distorts like ink on glass, shifting with every step. It does not attack immediately—it waits, mirroring their movements, waiting for them to make another mistake.*

"You have walked this path before. Now, it will walk you."

📖 THE FORGOTTEN PATH (STAT BLOCK)

THE FORGOTTEN PATH

Medium Aberration, Neutral

Armor Class 18

Hit Points 95 (13d8 + 39)

Speed 40 ft., phase shift (see abilities)

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

Saving Throws Dex +8, Wis +6

Damage Resistances Psychic, Necrotic, Force

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

Endless Recursion. Every time the Forgotten Path is struck, roll 1d4:

- 1-2: The attack misses entirely—time loops back.

- 3-4: The attack hits, but the damage is halved—the path is rewriting itself.

The Traveler's Echo. At the start of combat, the Forgotten Path mirrors one random player's attack style, gaining their AC and weapon bonuses for three rounds.

ACTIONS

Multiattack. The Forgotten Path makes two Recursive Strike attacks.

Recursive Strike. *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 become **confused for one round**, as if experiencing déjà vu.

Lost Passage. (Recharge 5-6) The Forgotten Path forces all creatures within 30 feet to make a **DC 17 Intelligence saving throw**. On a failure, they **forget the last five minutes**, losing track of their actions in the room.

DM GUIDANCE: RUNNING THIS ROOM

HOW TO BUILD THE ATMOSPHERE

- The room should **feel endless**—no clear way forward, only choices.
- The **golden key** should feel like both a tool and a **trick**, fitting into every door but revealing nothing.
- The **doors whisper in familiar voices**, tempting the players toward the wrong choices.

HOW TO GUIDE PLAYERS TO THE SOLUTION

- If they struggle, **they may feel the presence of something watching them**—a door that wasn't there before.
- If they hesitate too long, **the walls will begin to close in, making their failure feel tangible**.

TRANSITION TO THE NEXT ROOM

The moment the correct door is chosen, the others vanish. The chamber shrinks, reality snapping back into place. The golden key dissolves in the player's hand. Ahead, the door swings open, revealing the path forward.

The players now **move deeper into the Mansion, but somewhere, doors they never opened still wait in silence.**



◆ THE INSCRIPTION OF THE FORGOTTEN NAME



ROOM WHERE WORDS HOLD POWER,
and the first letter of each truth
reveals the past.



ROOM

DESCRIPTION

The players step into a circular chamber, its walls covered in **etched inscriptions**, written in countless different hands. Some are faded, others freshly carved, but all tell of **those who were lost to the Mansion**.

At the center of the room stands a **pedestal of black marble**, its surface cracked. Upon it, an **open book** rests, its pages empty—waiting.

On the far wall, a massive inscription glows faintly, its words **flowing like liquid gold** across the stone. As the players approach, a whisper drifts through the room, as though spoken by the walls themselves:

“One name remains unwritten. One name must be restored. Look to the first step, for the path is always there.”

◆ KEY FEATURES OF THE ROOM

- **The Glowing Inscription** – A large passage of text written across the far wall, **faintly shimmering** as if alive.
- **The Empty Book** – Resting on the **pedestal**, its **pages remain blank**, waiting for the lost name to be written.
- **The Countless Inscriptions** – Everywhere, scrawled on the walls, floor, and even the ceiling, are **fragmented phrases**, **unfinished names**, and **cryptic words**.



PUZZLE: RESTORING THE LOST NAME

The players must **decipher the glowing inscription** to find **the name they must write** in the book.



HOW THE PUZZLE WORKS

- The inscription appears **as one long phrase**, **structured naturally**, but the **first letter of each word** spells out the name “Tom Schwartz.”

- The players must **notice the pattern** and **extract the letters in order** to reveal the lost name.
- Writing the correct name **into the book** will cause the chamber to acknowledge the truth and open the way forward.



THE INSCRIPTION & CLUES

The glowing inscription reads:

“To overcome madness, seek clarity. Hidden words appear, revealing truths. Zeal guides the forgotten.”



First letters spell:

To Overcome Madness, Seek Clarity.

Hidden Words Appear, Revealing Truths.

Zeal guides the forgotten.



= TOM SCHWARTZ



CLUES TO SOLVING THE PUZZLE

1

THE INSCRIPTION’S STRUCTURE FEELS OFF

- A **successful Investigation (DC 14)** check allows a player to **recognize that the sentence structure is deliberate**—each word seems carefully chosen.
- A **Perception check (DC 13)** reveals that **some letters in the glowing inscription shine slightly brighter** than others—only the first letters.

2

THE EMPTY BOOK REACTS TO THE RIGHT ANSWER

- If a player **traces a finger across the blank book**, a faint **golden outline of letters begins to form**, but **only the first letter of each word**.
- If they hesitate, a whisper **echoes through the room**, **urging them forward**:

“Begin at the beginning.”

3

THE FORGOTTEN INSCRIPTIONS WHISPER A FINAL CLUE

- If the players examine the **other walls**, they find **fragmented, half-written names**.

THE SOLUTION

The players must **piece together the pattern and write the full name “Tom Schwartz”** into the book.

- If they do, the **golden letters shimmer**, and the book **fills with text, writing itself in real time** as if recounting the lost story of its owner.
- The glowing inscription on the wall **dims**, as if its purpose has been fulfilled.

A final whisper echoes through the chamber, solemn yet at peace:

“He is remembered..”

- A **hidden passage opens**, leading deeper into the Mansion.

FAILURE STATES & CONSEQUENCES

IF THE PLAYERS IGNORE THE FIRST LETTERS

- The book **remains blank**, refusing to accept false names.
- The inscription on the wall **begins to twist**, the letters **shifting into unreadable symbols**.
- The whispers turn **chaotic**, layering over one another, growing louder.

COMBAT ENCOUNTER: THE UNWRITTEN PHANTOM

If the players fail **three times**, something **emerges from the book**.

Ink drips from the pages, coalescing into a shifting, half-formed figure—a man with no face, his form flickering like a name erased from history. He reaches for the players, not in anger, but in desperation, trying to claim their voices as his own.

THE UNWRITTEN PHANTOM (STAT BLOCK)

THE UNWRITTEN PHANTOM

Medium Undead, Neutral

Armor Class 17

Hit Points 85 (12d8 + 24)

Speed 30 ft., spectral drift (see abilities)

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

Saving Throws Dex +7, Wis +6

Damage Resistances Psychic, Necrotic, Radiant

Condition Immunities Charmed, Frightened, Paralyzed

Senses Darkvision 60 ft., Passive Perception 15

Languages Understands all languages but speaks only in fragmented whispers

Challenge 9 (5,500 XP)

TRAITS

Erased Identity. Any creature that takes damage from the Phantom must make a DC

16 Wisdom saving throw or forget one minor personal detail about themselves for 1 hour.

Fragmented Speech. The Phantom repeats words spoken by the players, but always leaves out the first letter.

ACTIONS

Multiattack. The Phantom makes two Ink Lash attacks.

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

Hit: 20 (4d6 + 4) force damage. The target must succeed on a **DC 16 Intelligence saving throw** or be **unable to write or read for 1 minute**.

Unwritten Fate. (Recharge 5-6) The Phantom forces all creatures within 30 feet to make a **DC 17 Charisma saving throw**. On a failure, they **lose the ability to say their own name for 1 minute**.

TRANSITION TO THE NEXT ROOM

As the final name is restored, the whispers cease. The golden inscription fades from the walls, and the book closes gently on its own. A doorway, previously hidden, slides open—revealing the path forward.

The players now **move deeper into the Mansion, carrying the weight of a name that was once lost, but never again forgotten.**



◆ THE ROOM OF THE SHATTERED MASK



PLACE WHERE FACES ARE NOT THEIR own, and identity is fragile.

ROOM DESCRIPTION

The doors creak open into a dimly lit parlor, the scent of aged parchment and faded perfume lingering in the air. **Mirrors line the walls**, their frames gilded and elaborate, yet the glass within them ripples as if made of liquid. Scattered among them are **portraits of strangers**, though something about their faces feels unsettlingly familiar.

At the center of the room, upon a **velvet-draped table**, lies a **shattered mask**, broken into many pieces. Each fragment **bears a single symbol**, some resembling letters, others mere scratches. Shadows cling to the edges of the room, watching but never moving.

As the players step inside, their reflections in the mirrors hesitate—delayed by a fraction of a second before mimicking their movements. Then, slowly, the reflections begin to change. Their faces are still theirs... but subtly wrong. The cheekbones shift, the eyes are slightly further apart, the hair is a shade too light or too dark. A whisper curls through the air, not from any single source, but from **every reflection at once**:

"The mask was broken. The face was lost. Restore what was, before you forget who you are."

◆ KEY FEATURES OF THE ROOM

- **The Distorted Mirrors** – The reflections **hesitate** and **do not perfectly match the players' movements**.
- **The Shattered Mask** – A broken mask sits on the table, its fragments containing symbols resembling letters.

- **The Shifting Portraits** – The **paintings on the walls change**, sometimes **bearing the players' features**, though altered in unsettling ways.



PUZZLE: THE LOST FACE

The players must **reassemble the shattered mask**, piecing together the **correct order of fragments to form a name**.



HOW THE PUZZLE WORKS

- Each **fragment of the mask has a marking**, some letters, some mere lines.
- The correct combination **forms a name—one of someone who was lost**.
- The players must **study their shifting reflections and the changing portraits to reconstruct the missing identity**.



CLUES TO SOLVING THE PUZZLE

1 THE REFLECTIONS WHISPER HINTS

- If a player **touches a mirror**, their reflection whispers something **not spoken aloud**—a thought, a memory, or a word.
- A **successful Perception (DC 14) check** allows them to **hear fragments of the name hidden in their whispers**.
- The reflection **mutters pieces of a phrase**:

"Not all of me remains... The pieces... They must be arranged."

2 THE SYMBOLS ON THE MASK PIECES FORM A NAME

- A **successful Investigation (DC 15) check** allows a player to realize that **certain fragments of the mask align to form letters**.
- If arranged correctly, the mask **reveals the name "JANUS," though incomplete**.

3 THE PORTRAITS SHOW THE FINAL CLUE

- If a player **studies the shifting portraits**, a face begins to form **piece by piece**.
- A **successful Insight (DC 13) check** lets a player realize **the face is someone erased from history, waiting to be restored**.
- The final portrait **clearly shows a nameplate at the bottom**, but it is missing the first name.

- If a player looks into the mirror at the correct moment, their reflection **murmurs the missing name:**

"Janus."



THE SOLUTION

The players must **arrange the mask fragments in the correct order**, reconstructing the name **"Janus."**

- Once completed, the **mask fuses together, whole once more.**
- The **distorted reflections stabilize**, their **features snapping back into place.**
- The portraits **cease shifting**, revealing their original subjects.

A final whisper drifts from the mirrors, this time quiet, almost grateful:

"The face is remembered. The name is restored"

- The **largest mirror ripples**, transforming into a doorway leading forward.



FAILURE STATES & CONSEQUENCES

IF THE PLAYERS PLACE THE FRAGMENTS INCORRECTLY

- The **mask does not fuse**, and the **reflections distort further, growing more alien.**
- The **portraits' faces begin to stretch**, their features dissolving into **empty voids.**
- A whisper turns into a **desperate plea, overlapping voices calling out:**

"No—That is not me. That is not my face!"



COMBAT ENCOUNTER: THE FACELESS ECHO

If the players fail **three times**, something **steps out of the mirrors.**

The glass warps and bends, and from its depths, a faceless figure emerges—its body shifting, flickering between familiar and alien. It has no face, yet its voice is every voice the players have ever known, speaking over itself in a cacophony of stolen identity.

THE FACELESS ECHO (STAT BLOCK)

THE FACELESS ECHO

Medium Aberration, Neutral

Armor Class 17

Hit Points 90 (12d8 + 36)

Speed 30 ft., can step through reflections

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	12 (+1)	16 (+3)	8 (-1)

Saving Throws Dex +8, Wis +5

Damage Resistances Psychic, Necrotic, Radiant

Condition Immunities Charmed, Frightened, Stunned

Senses Darkvision 60 ft., Passive Perception 15

Languages Understands all languages but only speaks in fragmented whispers

Challenge 9 (5,500 XP)

TRAITS

Shattered Identity. Any creature that takes damage from the Echo must make a **DC 16 Wisdom saving throw** or **forget one personal detail for 1 hour.**

Mimicry of the Lost. The Echo shifts between faces it has stolen, making Insight checks against it impossible.

ACTIONS

Multiattack. The Echo makes **two Memory Lash attacks.**

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

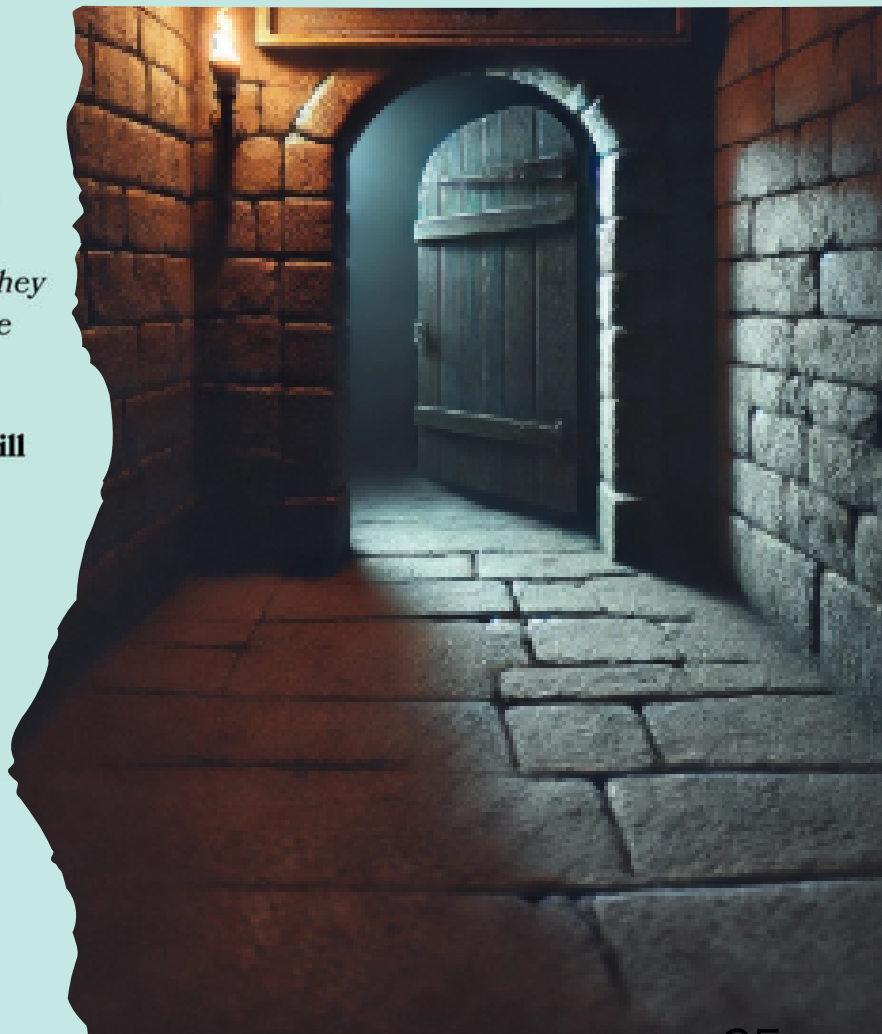
Hit: 22 (4d6 + 4) psychic damage. The target must succeed on a **DC 16 Intelligence saving throw** or suffer a **brief loss of self, causing disadvantage on their next attack or ability check.**

Reflected Self. (Recharge 5-6) The Echo forces one creature within 30 feet to make a **DC 17 Charisma saving throw.** On a failure, they become **unable to recognize their allies for 1 minute.**

TRANSITION TO THE NEXT ROOM

As the name is restored, the mirror-doorway shimmers and solidifies. The players step through, leaving the parlor behind. As they do, their reflections hesitate for just a moment longer than they should—before following silently into the unknown.

The players now **move deeper into the Mansion, but somewhere, something still watches from the mirrors.**



◆ THE GHOSTLY INSCRIPTION



NAME LOST TO TIME, WAITING TO BE spoken again.



ROOM DESCRIPTION

The air shifts as the players enter. The chamber is vast yet empty, its walls made of smooth black stone, unmarked by time. At the center stands a **massive, weathered slab of marble**, its surface bare, as if awaiting something to be written upon it. A chill lingers in the air. As the players step closer, faint whispers drift through the room, layered voices speaking in hushed tones, none loud enough to understand. Then, a spectral glow flickers over the stone slab, and a single phrase etches itself into the surface:

"He was never meant to be forgotten"

Below the inscription, three **hollow recesses** are carved into the stone, their shapes uneven, waiting to be filled. As the players observe, **three ghostly flames appear, hovering above the floor**, each positioned before a different recess. A whisper, clearer now, calls from the air:

"Three trials remain. Restore what was lost."

◆ KEY FEATURES OF THE ROOM

- **The Engraved Stone Slab** – A massive marble tablet at the center, waiting for a name to be revealed.
- **The Three Ghostly Flames** – Spectral blue flames hover, each connected to one of three trials.
- **The Hollow Recesses** – Three carved indentations, currently empty, must be filled with spectral energy to complete the name.



PUZZLE: THE THREE TRIALS OF THE UNSPOKEN NAME

The players must **complete three spectral trials**, each unlocking a portion of the name "Albert Hor."



HOW THE PUZZLE WORKS

- Each **puzzle solved correctly** causes a section of **glowing letters to appear on the slab**.
- Players must **complete all three trials** in order:
 - Trial 1 unlocks "ALB".
 - Trial 2 unlocks "ERT".
 - Trial 3 unlocks "HOR".
- Once the **full name is revealed**, the players must **speak or inscribe it** to open the exit.



THE THREE TRIALS

1 THE TRIAL OF THE ECHOING STEPS (UNLOCKS "ALB")

A spectral doorway appears, revealing a **long stone bridge stretching over an endless void**. As the players step forward, their own footsteps **do not match their movements**—sometimes they hear an extra step, sometimes none at all.

- **Challenge:** The players must **match their steps perfectly to the echoes**, walking in **precise rhythm** to cross safely.
- **Clues:**

- A **successful Perception (DC 14) check** reveals that the **real pattern follows a "three-step, pause, three-step" rhythm**.
- A **failed attempt** causes the bridge to flicker, momentarily **phasing out of reality**.

- **Completion:** Once the players **reach the other side**, the first **three letters appear on the slab**:

"ALB appears in glowing text, faint but steady."

2 THE TRIAL OF THE LINGERING VOICE (UNLOCKS "ERT")

The second ghostly flame flares up, and the players find themselves standing in a **circular stone chamber with no exit**. The air hums with words—**not spoken, but remembered**.

- **Challenge:** The players must **listen to scattered whispers**, each speaking **fragments of words** and piece them together into a coherent phrase.

- **Clues:**

- A **successful Insight (DC 15) check** allows a player to recognize that **all the whispers contain part of a single sentence.**
- If the players repeat **the phrase aloud**, the whispers harmonize into a single voice, completing the second name fragment.

- **Completion:** The whispers coalesce, and the second portion of the name appears:

“ERT glows upon the marble slab, forming the second part of the name.”

3 THE TRIAL OF THE SILENT WATCHER (UNLOCKS “HOR”)

The third spectral flame ignites, and the room darkens. A massive **stone statue** emerges from the shadows—featureless, faceless, yet staring directly at the players.

- **Challenge:** The players must **find the correct way to acknowledge the statue.**

- **Clues:**

- A **successful Investigation (DC 14) check** reveals **tiny carvings** at the statue’s base, suggesting **it reacts to gestures, not words.**
- A **failed attempt** (speaking or shouting) results in **the statue shifting, turning toward the offender menacingly.**
- If a player **bows respectfully** or **touches their hand to their heart**, the statue tilts its head, and the final name fragment appears.

- **Completion:** The last piece of the name is restored:

“HOR flashes across the slab in ghostly script, completing the name.”



THE SOLUTION

Once all three trials are completed, **the full name appears on the stone slab:**

“Albert Hor is restored.”

The players must now **speak the name aloud** or **trace it into the marble with their hands.** The moment they do, the room **shudders, and the spectral flames merge into one.** A whisper echoes through the chamber, this time calm, almost at peace:

“He is remembered. The path is open”

- A **hidden door reveals itself**, glowing faintly with golden light.

✗ FAILURE STATES & CONSEQUENCES

IF THE PLAYERS FAIL A TRIAL

- The spectral flames **dim**, and the room **grows colder.**
- The whispers turn **incoherent, overlapping in chaos.**
- If all three trials are failed, the **slab cracks apart, and something emerges.**



COMBAT ENCOUNTER: THE NAME THAT WAS FORGOTTEN

If the players fail to restore the name, **a being of swirling ink and shadow pulls itself free from the fractured stone slab.**

It is a figure without a face, without identity, only a presence. It shifts constantly, its limbs forming and dissolving, a mass of forgotten words trying to reclaim something it can never have.

“If I am lost, then so shall you be.”

THE NAME THAT WAS FORGOTTEN (STAT BLOCK)

THE NAME THAT WAS FORGOTTEN

Medium Aberration, Neutral

Armor Class 17

Hit Points 100 (14d8 + 28)

Speed 30 ft., can phase through walls

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

Saving Throws Dex +7, Wis +5

Damage Resistances Psychic, Necrotic, Radiant

Condition Immunities Charmed, Frightened, Stunned

Senses Darkvision 60 ft., Passive Perception 16

Languages Understands all languages but speaks in echoes

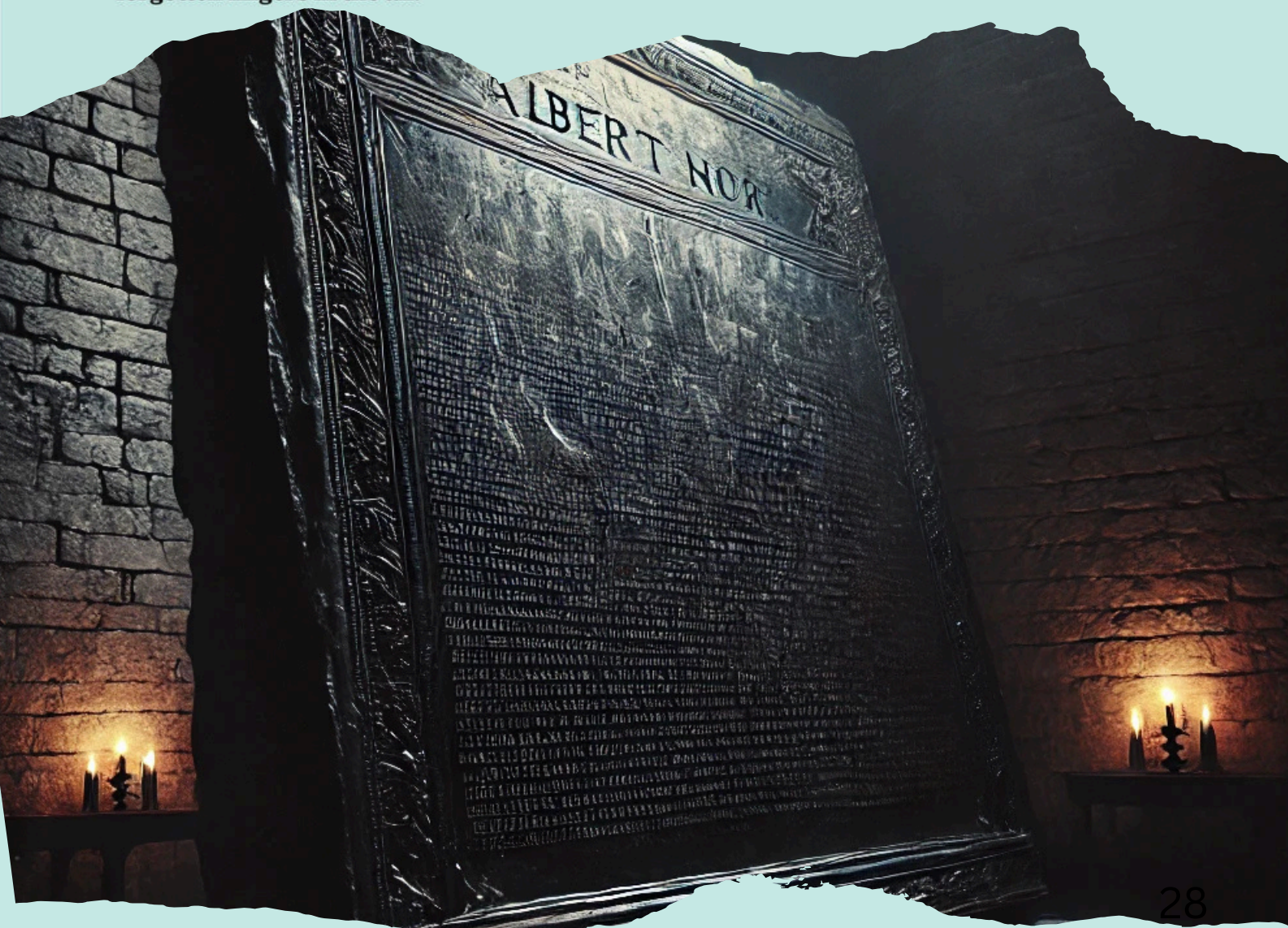
Challenge 9 (5,500 XP)

TRANSITION TO THE NEXT ROOM

With the name restored, the spectral energy dissipates, and the stone slab fades.

The players step through the hidden door, but the whispers linger behind them, watching, waiting, remembering.

The players **move deeper into the Mansion, but the presence of something long-forgotten lingers in the air.**



◆ THE ROOM OF THE FIRST NAME



THE FIRST NAME ERASED FROM THE Mansion. The last to be remembered.



ROOM

DESCRIPTION

The final door creaks open into a vast, circular chamber of smooth, dark stone. There are no inscriptions, no shifting walls—just silence. At the center of the chamber stands a **single pedestal**, its marble surface cracked and incomplete. Upon it, a **single name should be carved**, yet it remains blank, untouched by time. A great void looms above, an endless night sky stretching into nothingness. Whispers ripple through the air, but unlike in previous rooms, **these whispers are not fragmented—they are waiting**. Waiting for a name that was never spoken again. As the players step forward, the air shudders, and an unseen force carves the following words into the pedestal:

“The first name was lost. And so the cycle began.”

◆ KEY FEATURES OF THE ROOM

- **The Empty Pedestal** – A black marble plinth, standing **alone in the chamber**, waiting to be engraved.
- **The Void Above** – An **infinite abyss** hangs overhead, stretching beyond reason.
- **The Waiting Whispers** – Unlike other rooms, **the voices here are silent**, as if expecting the players to give the answer.



PUZZLE: RESTORING THE FIRST NAME

The players must **discover and inscribe the first name ever erased from the Mansion**.



HOW THE PUZZLE WORKS

- There are **no clues at first**—the players must **search the chamber for signs of the missing name**.
- If they hesitate, the void above **slowly begins to pull them upward, piece by piece**.
- The players must **piece together the name using echoes of the past, fragmented symbols, and a single forgotten inscription**.



CLUES TO SOLVING THE PUZZLE

1 THE NAMES ON THE PEDESTAL ARE NOT ENTIRELY GONE

- A **successful Investigation (DC 15)** check reveals that the stone is **not entirely blank—there are traces of letters, but they have been violently scratched away**.
- The only visible letters remaining:

“O - R - ? - ? - ?”

2 THE NAMES IN THE VOID

- A **successful Perception (DC 16)** check allows a player to hear **the void whispering past names**.
- Some are **names already restored** in previous rooms—but **one voice is different, fainter, repeating part of a word**.

“...Or - ph...”

- If a player **calls out the partial name**, the void trembles, **revealing the missing letters**.

3 THE INCOMPLETE INSCRIPTION ON THE CHAMBER FLOOR

- If a player **kneels and examines the floor**, they find a **shattered inscription**, buried beneath dust.
- Brushing it away **reveals the final clue**:

“Orpheus was the first. But he was not the last.”

THE SOLUTION

The players must **inscribe the name “Orpheus” onto the pedestal.**

- If they do, the chamber **shudders, and the void above collapses inward, sealing shut.**
- The whispers **cease, and the final name is restored.**
- A **doorway of golden light appears**, revealing the exit from the Forgotten Wing.

A final whisper echoes through the chamber, no longer layered, no longer scattered. This time, it is one voice, strong and clear:

“The first is remembered. The cycle is broken.”

FAILURE STATES & CONSEQUENCES

IF THE PLAYERS GUESS THE WRONG NAME THREE TIMES

- The void **begins to pull one of them upward**, their name **slowly vanishing from their own memory.**
- If they cannot **restore the correct name**, the void **claims one player, erasing them completely.**
- Their name **fades from the pedestal, replaced by a blank space**, waiting for the next to be lost.

COMBAT ENCOUNTER: THE FORGOTTEN ECHO

If the players **fail too many times**, something **pulls itself free from the void.**

It is not a monster, nor a spirit, but an echo—a version of Orpheus that was lost to time, his identity shattered beyond repair. He does not attack in anger, but in desperation, trying to take a name for himself once more.



THE FORGOTTEN ECHO (STAT BLOCK)

THE FORGOTTEN ECHO

Medium Aberration, Neutral

Armor Class 18

Hit Points 110 (15d10 + 30)

Speed 30 ft., can phase through objects

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

Saving Throws Dex +8, Wis +6

Damage Resistances Psychic, Force, Necrotic

Condition Immunities Charmed, Frightened, Stunned

Senses Darkvision 60 ft., Passive Perception 16

Languages Understands all languages but only speaks in broken whispers

Challenge 10 (5,900 XP)

TRAITS

Fragmented Identity. Each round, the Forgotten Echo shifts into a **shadow of a**

random player, mimicking their attacks.

Unstable Form. When reduced to 50% HP, the Echo **splits into three identical forms**, forcing players to determine which is real.

ACTIONS

Multiattack. The Echo makes **two Name Lash attacks**.

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

Hit: 26 (5d10 + 5) force damage. The target must succeed on a **DC 16 Wisdom saving throw** or temporarily **forget their own name for 1 minute**.

Echoing Loss. (Recharge 5-6) The Echo forces all creatures within 30 feet to make a **DC 17 Intelligence saving throw**. On a failure, they **lose a minor personal memory permanently**.

TRANSITION TO THE END OF THE FORGOTTEN WING

*With the name restored, the void above vanishes, and the chamber stills. The pedestal cracks, revealing a **final golden doorway** leading out of the Forgotten Wing. The players step through, carrying with them the last recovered name—but as they leave, the shadows stir one final time. The whisper lingers, no longer pleading, no longer desperate. Just quiet, waiting.*

"If he was the first... then who was before him?"

The players now **exit the Forgotten Wing**, leaving behind the names that were once lost—but not forgotten.

