

Mansion

The Dreamer's Wing:
Where Reality
Slumbers &
Nightmares Wake.

5e

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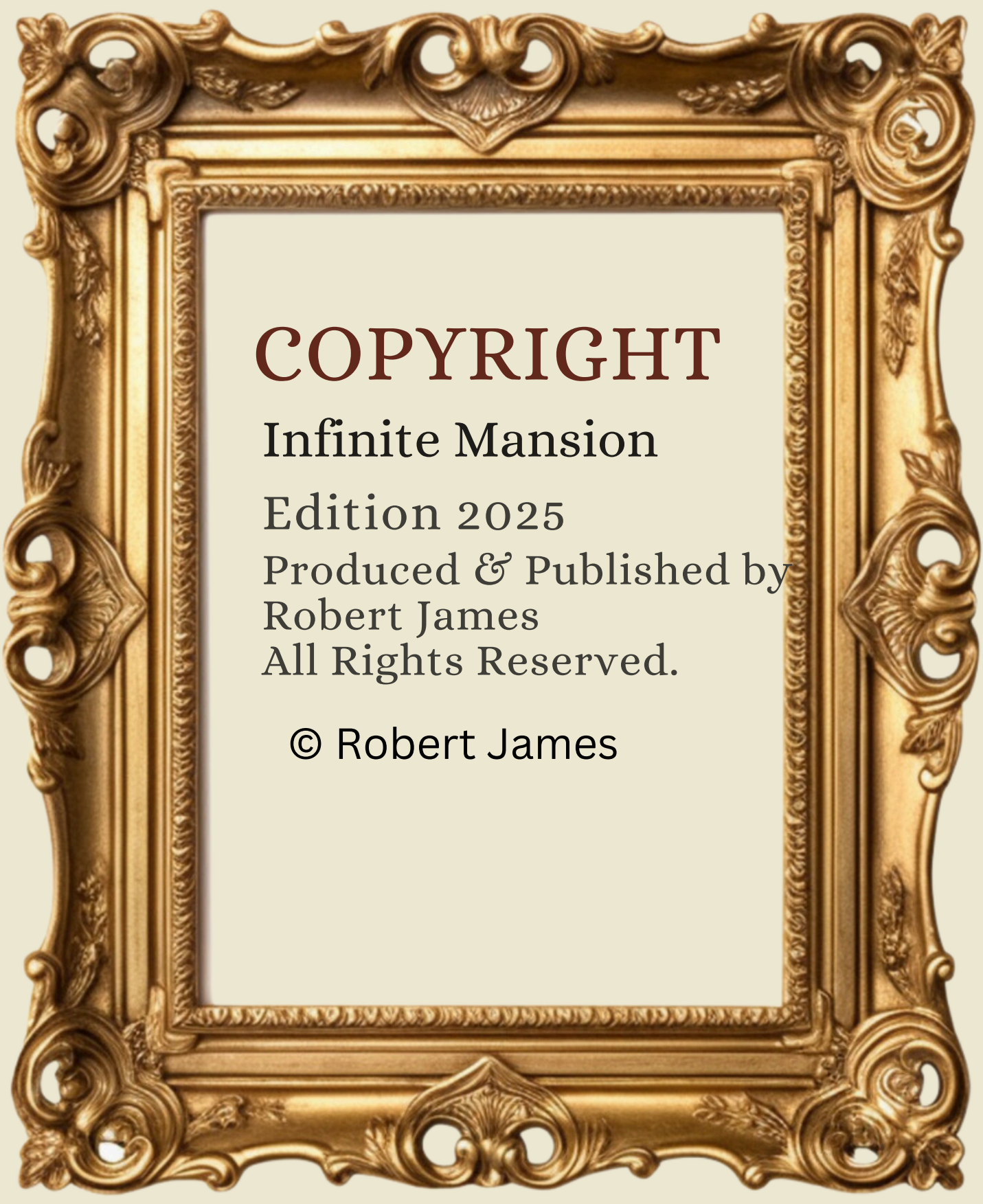


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An ornate, rectangular gold frame with intricate scrollwork and floral patterns, surrounding the central text.

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DM-TO-DM INTRODUCTION: THE DREAMER'S WING

A REALITY SHAPED BY DREAMS

Welcome, Dungeon Master, to the **Dreamer's Wing**, an exclusive expansion to *The Infinite Mansion*. While the entire mansion holds a surreal, shifting quality, **here, that dreamlike essence is at its strongest**. Time, space, and even identity may warp, reflecting the deepest fears, desires, and forgotten echoes of those who enter.

This set of **ten unique rooms**, labeled with the **E-prefix (E1–E10)**, is available **only to Extended and higher-tier backers**, marking them as a special addition to the mansion's ever-growing enigma. Each chamber is self-contained, yet together, they form a **cohesive dreamscape**, where reality bends to emotion, memories take shape, and unseen forces test the will of those who dare to linger too long.

HOW TO USE THESE ROOMS

The **Dreamer's Wing** is **highly adaptable**, and you, as the DM, have complete control over how it fits into your campaign:

-  **Standalone Encounters:** Each room functions as an individual surreal experience, perfect for dropping into any game as a one-off event or challenge.
-  **One-Shot Adventure:** Present the Dreamer's Wing as a **sealed-off, secret domain within the Mansion**, where the dreamlike energy is at its strongest. A night spent here is never forgotten.
-  **Integrated into the Mansion:** These rooms seamlessly join the other **100 chambers** of *The Infinite Mansion*, providing **even greater variety** to an already vast extradimensional labyrinth.

NAVIGATING THE DREAMER'S WING

Movement between these rooms is at **DM discretion**, but you can **borrow the mansion's original travel mechanic** for an unpredictable dreamlike effect:

1. Roll a d6:

- **Odd:** The party moves forward through the dreamscape.
- **Even:** The party moves backward.

2. Roll a second die (d4, d6, or d8):

- The number rolled determines **how many rooms they travel**.

Alternatively, the DM can **handpick** which rooms the players enter next, allowing for **customized storytelling** that enhances their dreams, nightmares, or subconscious struggles.



THEMATIC HIGHLIGHTS

The Dreamer's Wing is a **place of illusions, shifting realities, and deep introspection**. Unlike traditional dungeon crawls, these rooms encourage:

-  **Thoughtful Puzzle-Solving:** Many encounters require insight and creativity rather than brute force.
-  **Emotional Storytelling:** Themes of **forgotten memories, fractured identities, and surreal landscapes** run strong.
-  **Reality-Bending Mechanics:** Players may find themselves **questioning what is real** and what is merely a reflection of their own subconscious.

WHY THIS WING MATTERS

The **Infinite Mansion** already offers a sprawling **extradimensional playground**, but the Dreamer's Wing brings something **entirely unique** to the experience. It shifts the focus from **mystery and danger** to **wonder and introspection**, making it a perfect contrast to the more mechanical, haunted, or arcane rooms of the mansion.

Whether used as a **one-shot adventure**, a **layer within a larger campaign**, or a **rarely glimpsed secret of the mansion**, the **Dreamer's Wing** gives you, the DM, **new tools to weave unforgettable stories**. The players **won't just explore a location**—they'll **experience the fragile nature of dreams themselves**.

Enjoy the journey through the **Dreamer's Wing**, where **every step forward might lead somewhere—or somewhen—new**.



E1: THE DOOR TO YOUR OWN DREAM

Where reality bends to your subconscious will.

ENTERING FROM THE OUTSIDE

The hallway before you ripples like disturbed water. The walls blur, shifting colors and textures—one moment a corridor of marble columns, the next a narrow wooden passage filled with floating candles. Then, just as suddenly, a single ornate door stands before you, completely out of place.

The door bears no carvings, no locks—just a shifting surface of mirrored glass. As you step closer, your reflection is not your own. Instead, it is a different version of you—a possibility, a dream, a nightmare. The handle is warm, pulsing like a heartbeat. The moment you touch it, the world bends.

DM READ-ALoud DESCRIPTION

“The door swings open, and beyond lies not a room, but a landscape born from your mind. The sky churns with shifting colors, the ground flickers between stone, grass, and swirling mist beneath your feet. Shadows stretch impossibly long, twisting into figures before dissolving again. Familiar voices echo—some from childhood, some from memories not yet made. Shapes flit in and out of view—creatures, figures, moments half-remembered. In the center of this shifting realm, a towering structure looms, constantly changing between a temple, a ruin, a home long forgotten. Something waits within, calling to you.”

ROOM DESCRIPTION

- **Shifting Environment:** The landscape is in constant motion, warping between **dreamlike locations** tied to each player’s subconscious.
- **Unstable Physics:** Gravity, time, and space may **distort at random**, making objects float, stairs spiral impossibly, or doors lead to nowhere.
- **The Echoing Structure:** At the center of this surreal space lies **a structure of importance**, but its shape and purpose change for each player.
- **The Whispering Wind:** Carries voices—some comforting, some unnerving—offering cryptic advice or warnings.

NPC & INTERACTIVE ELEMENTS

- **The Dreamer’s Shadow:** A mirrored version of the players appears, acting as a guide or an obstacle.
- **Fragments of the Past:** Scattered objects, letters, or figures appear, representing memories or choices not yet made.
- **The Door of Truth:** A second door floats in midair, leading deeper into the mansion—but it will only open once a player confronts their own subconscious fear.

DM GUIDANCE:

COMBAT OPTION – THE NIGHTMARE MANIFEST

- **Trigger:** If a player resists the room’s shifting nature or attempts to fight its logic.
- **Enemy: The Nightmare Manifest**, a swirling, shadowy form that takes the shape of the players’ greatest fears.
- **Combat Mechanics:**
 - **Every round, the battlefield shifts**, forcing **Dexterity (DC 15) checks** to avoid sudden environmental hazards.
 - The Nightmare **mimics a player’s abilities**, using their own strengths against them.
 - **Critical hits trigger a memory fragment**, revealing a piece of their past or future.

PUZZLE OPTION – CONFRONTING THE DREAM

- **Trigger:** If players engage with the shifting landscape and seek meaning in its forms.
- **Solution:** The players must **recognize and accept** an aspect of their subconscious—whether a lost memory, a hidden fear, or an unrealized truth.
- **Hints:**
 - A successful **Insight check (DC 14)** reveals that the landscape reacts to **the players' emotions**.
 - If a player **speaks their deepest fear aloud**, the dream stabilizes momentarily, revealing a hidden path.

Combat/Encounter Mechanics:

- The Nightmare Manifest (AC 16 | HP 55 | Shadowstrike: 2d8 psychic damage, imposes Frightened condition).
- Each round, the environment changes, adding hazards like **collapsing bridges, sudden gravity shifts, or memory illusions**.
- A **successful Arcana check (DC 16)** allows a player to take control of a single aspect of the dream.

LOOT & TREASURES

Upon solving the puzzle or defeating the Nightmare, the landscape briefly stabilizes, revealing:

1 THE LUCID PENDANT (MAGICAL AMULET)

- **Description:** A silver chain with a small, shifting gemstone that pulses with the wearer's heartbeat.
- **Effect:** Grants the wearer **advantage on saving throws against illusions and mind-altering effects**.
- **Curse:** The wearer sometimes experiences **flashbacks of alternate realities**, unsure if they are true or false.

2 THE DREAMWALKER'S KEY (ENCHANTED ITEM)

- **Description:** A key carved from **bone and moonlight**, which glows faintly in darkness.

- **Effect:** Once per long rest, the holder can **reshape a small section of reality for one minute** (as per the *Hallucinatory Terrain* spell).
- **Curse:** Occasionally, **the key transports the user into a dream while they sleep**, leaving their body vulnerable.

HOW THE PLAYERS OBTAIN THESE ITEMS

- **The Lucid Pendant:** Forms in a player's hand when they embrace their dream's truth.
- **The Dreamwalker's Key:** Appears **where the Nightmare Manifest was defeated**, flickering between reality and illusion.





E2: THE PRISM OF INFINITE REFLECTIONS

Where countless realities converge, and the self is never truly alone.

ENTERING FROM THE OUTSIDE

The air crackles with strange energy as you take a step forward. The walls of the mansion fade, replaced by shifting, mirrored surfaces that stretch in all directions. The reflections do not perfectly match your movements—some lag slightly behind, others move too quickly, while a few seem to act entirely on their own. Ahead, a towering crystalline prism rotates slowly in midair, suspended above an endless reflective floor. As you approach, a dozen versions of yourself appear in the glass, their eyes watching intently as if waiting for you to make a choice.

DM READ-ALoud DESCRIPTION

“The space around you is endless—an expanse of mirrors reflecting possibilities beyond comprehension. The air is heavy with static energy, and every movement creates echoes of yourself across the prism’s many surfaces.

*Some reflections copy you precisely, while others hesitate or shift unexpectedly, revealing glimpses of **different timelines, different decisions, different lives.***

*At the heart of the room, the enormous crystalline prism hums with latent power. Shadows of figures appear and disappear within its facets—some of them familiar, some of them impossibly distant. And then, for just a moment, **one of the reflections steps forward on its own.**”*

ROOM DESCRIPTION

- **Endless Reflections:** The walls, floor, and ceiling are made entirely of **mirror-like surfaces**, each reflecting different versions of the players.
- **Unstable Reality:** Occasionally, reflections do not match real-world actions, causing **distorted movements and eerie delays.**
- **The Shifting Prism:** The massive crystal in the center pulses with **multiversal energy**, warping reality around it.
- **Sentient Echoes:** Some reflections do not fade—they **watch, move, and even react independently.**

NPC & INTERACTIVE ELEMENTS

- **The Fractured Twin:** A version of a player’s reflection **steps forward, mirroring them but acting with a will of its own.**
- **Lost Memories in the Glass:** Glimpses of **alternate pasts and futures** can be seen in the mirror, hinting at what was, or could have been.
- **The Prism Gate:** A swirling portal forms within the prism, but **it will only stabilize if the players align with their truest self.**

DM GUIDANCE: COMBAT OPTION – THE ECHO’S CHALLENGE

- **Trigger:** If players attempt to break the mirrors or force the prism’s energy.
- **Enemy: The Fractured Twin,** a **mirror entity that knows all of the player’s strengths and weaknesses.**
- **Combat Mechanics:**
 - **The battlefield constantly shifts,** forcing **Dexterity (DC 14) checks** to avoid unstable reflections.
 - The Fractured Twin **copies the abilities of the player it faces,** making it a deadly equal opponent.
 - **Striking the prism causes it to unleash surges of chaotic energy,** altering gravity and distorting reality.

PUZZLE OPTION – ALIGNING THE REFLECTION

- **Trigger:** If players interact with their reflections and the prism.
- **Solution:** Players must **act in sync with their true self**—embracing their past choices and resolving internal conflicts.
- **Hints:**
 - A successful **Insight check (DC 15)** reveals that the reflections shift **based on the player's subconscious thoughts**.
 - A player who fully accepts a part of themselves **causes their reflection to stabilize**, opening the Prism Gate.

Combat/Encounter Mechanics:

- The Fractured Twin (AC 16 | HP 60 | Mirror Strike: 2d8 psychic damage, mimics a player's abilities).
- The prism's pulses cause sudden gravity shifts, requiring **Strength or Dexterity saving throws (DC 14)**.
- A successful **Arcana check (DC 16)** allows a player to manipulate the prism's energy to aid them.

LOOT & TREASURES

Upon solving the puzzle or defeating the Fractured Twin, the prism stabilizes, revealing:

1 THE ECHOED LOCKET (MAGICAL TRINKET)

- **Description:** A silver locket containing a shifting image of its wearer at different points in time.
- **Effect:** Grants **advantage on saving throws against mind-affecting effects**.
- **Curse:** Occasionally, the wearer **sees glimpses of themselves making different choices, causing momentary hesitation**.

2 THE PRISM KEY (ENCHANTED RELIC)

- **Description:** A crystal key **etched with flickering images of alternate realities**.
- **Effect:** Once per long rest, the user can **undo the last six seconds (one round) of an action**.

- **Curse:** Occasionally, the user **hears whispers of other versions of themselves, doubting their decisions**.

HOW THE PLAYERS OBTAIN THESE ITEMS

- **The Echoed Locket:** Forms within the reflection of a player who **embraced their true self**.
- **The Prism Key:** Drops from the **defeated Fractured Twin**, glowing faintly.





E3: THE DREAMING LIBRARY

Where books whisper, knowledge sleeps, and forgotten stories write themselves.

ENTERING FROM THE OUTSIDE

A heavy wooden door creaks open, revealing an immense, dimly lit library. The air is thick with the scent of aged parchment, ink, and something faintly floral. Tall bookshelves stretch far beyond what should be possible, disappearing into a ceiling obscured by mist. Floating candles drift lazily between the towering shelves, casting flickering golden light.

As you step inside, the whispers begin—soft, layered voices speaking in a hundred languages, some familiar, others lost to time. Books shift on their own, their pages flipping as if impatient to be read. A spiral staircase winds up into the mist, vanishing between the towering shelves. And somewhere, deep within the stacks, something stirs.

DM READ-ALoud DESCRIPTION

“The library stretches endlessly in all directions, its towering shelves filled with tomes bound in leather, cloth, and even materials unrecognizable. Floating candles bob gently through the aisles, their flames flickering as unseen whispers echo from the pages.

Some books shift as if adjusting themselves, while others hover just out of reach, slipping away as soon as you approach. A grand spiral staircase leads deeper into the mist, its destination obscured. Somewhere in the distance, a faint sound—a quill scratching on parchment—breaks the silence, writing words unseen.”

ROOM DESCRIPTION

- **Endless Shelves:** The bookshelves stretch impossibly far, creating a labyrinth of knowledge and mystery.
- **Whispering Tomes:** Some books **mutter softly**, their words half-heard, while others **call out to be opened**.
- **Shifting Staircases:** The spiral staircases occasionally **move locations**, changing paths to hidden alcoves.
- **Phantom Archivists:** Flickering shadows drift between the shelves, occasionally placing or retrieving books.

NPC & INTERACTIVE ELEMENTS

- **The Sleepless Scribe:** A spectral figure endlessly copying words into a tome, oblivious to its surroundings.
- **The Book of Forgotten Names:** A heavy tome with **empty pages**, which fill with text when touched.
- **The Hidden Index:** A floating book that moves away from players **until the correct question is asked**.

DM GUIDANCE: COMBAT OPTION – THE LIVING TOMES

- **Trigger:** If players attempt to remove a forbidden book or disrupt the Sleepless Scribe.
- **Enemy: The Living Tomes**, enchanted books that **spring to life, flapping their pages like wings** and attacking intruders.
- **Combat Mechanics:**
 - **The books attack in swarms**, forcing players to make **Dexterity (DC 14) checks** to avoid being overwhelmed.
 - The Sleepless Scribe **animates fallen books**, bringing them back into the fight.
 - **Destroying a tome causes an explosion of ink**, blinding nearby creatures.

PUZZLE OPTION – THE FORGOTTEN STORY

- **Trigger:** If players investigate the Book of Forgotten Names or attempt to read a whispering tome.
- **Solution:** Players must **complete an unfinished story**, choosing the correct missing details from the fragments left behind.
- **Hints:**
 - A successful **History check (DC 15)** reveals the **true identity of the Sleepless Scribe**.
 - Writing a player's **own name** in the Book of Forgotten Names **reveals knowledge from their past lives**.

Combat/Encounter Mechanics:

- The Living Tomes (AC 14 | HP 40 | Ink Burst: 2d6 psychic damage, blinds for one round).
- The library constantly shifts, forcing **Intelligence (Investigation) checks (DC 14)** to navigate.
- A successful **Arcana check (DC 16)** allows a player to bind a book's magic, pacifying it.

LOOT & TREASURES

Upon solving the puzzle or defeating the Living Tomes, the library reveals its gifts:

1 THE ARCHIVIST'S QUILL (MAGICAL WRITING TOOL)

- **Description:** A delicate silver quill that **writes on its own, forming words dictated by unseen hands**.
- **Effect:** Grants **advantage on Intelligence (History) and Investigation checks** when researching.
- **Curse:** Occasionally, the quill **writes cryptic messages in the player's handwriting** without their knowledge.

2 THE TOME OF REFLECTIONS (ENCHANTED BOOK)

- **Description:** A book with a mirrored cover that **reflects not the reader, but glimpses of their past and future**.

- **Effect:** Once per long rest, the reader can **ask the tome a question, receiving a cryptic but truthful answer**.
- **Curse:** The tome occasionally **displays false reflections, showing events that never happened—or have not yet occurred**.

HOW THE PLAYERS OBTAIN THESE ITEMS

- **The Archivist's Quill:** Appears **on the Sleepless Scribe's desk once the puzzle is solved**.
- **The Tome of Reflections:** Found **on a high shelf, only accessible after the Living Tomes are defeated**.





E4: THE CLOCKWORK LABYRINTH

Where time loops, gears grind, and no path is ever the same twice.

ENTERING FROM THE OUTSIDE

The air fills with the rhythmic ticking of unseen gears. The walls shift as if alive, massive metal plates rotating and grinding with each movement. Before you, an intricate hallway stretches into the distance—one moment a narrow passage, the next an open chamber as gears realign and walls rotate unpredictably.

Strange symbols glow along the metallic surfaces, pulsing faintly in time with the ticking sound. A feeling of *déjà vu* washes over you—have you walked this path before, or are you caught in a loop you have yet to recognize?

DM READ-ALoud DESCRIPTION

“The labyrinth is alive with movement—gears turning, walls shifting, and passageways appearing and vanishing at random. The metallic corridors stretch onward, some ending in dead ends that weren’t there before, while others spiral back on themselves.

Every few moments, a heavy clunk echoes through the chamber as the labyrinth resets itself. The ticking sound never ceases, filling the air with an unnatural rhythm. Somewhere deep inside, a mechanism hums, pulsing with energy, as if waiting for something—or someone—to set it into motion.”

ROOM DESCRIPTION

- **Shifting Walls:** The labyrinth **reconfigures itself every few minutes**, altering paths and closing routes unexpectedly.
- **Tactile Gears:** Some gears are **large enough to walk upon**, while others shift and click with each step.
- **Temporal Disturbances:** The ticking sound sometimes **warps time**, causing players to experience moments out of order.
- **Echoes of the Past:** Strange visions flicker along the walls—**glimpses of adventurers long lost to the labyrinth**.

NPC & INTERACTIVE ELEMENTS

- **The Forgotten Engineer:** A mechanical humanoid trapped in the maze, speaking in broken, time-looped sentences.
- **The Glowing Gear:** A massive cog embedded in the floor, **pulsing faintly with blue energy**.
- **The Timelocked Door:** A golden doorway that shifts locations, **only appearing at the correct moment in the labyrinth’s cycle**.

DM GUIDANCE: COMBAT OPTION – THE GEARFORGED GUARDIAN

- **Trigger:** If players attempt to tamper with the glowing gear or force the labyrinth to stop moving.
- **Enemy: The Gearforged Guardian**, a clockwork construct programmed to eliminate intruders.
- **Combat Mechanics:**
 - The battlefield changes every round, forcing **Dexterity (DC 15) checks** to avoid shifting platforms.
 - The Guardian **absorbs kinetic energy**, reducing damage from physical attacks.
 - **Destroying key gears weakens the construct, but may cause unexpected side effects.**

PUZZLE OPTION – SYNCHRONIZING THE MECHANISM

- **Trigger:** If players investigate the labyrinth's shifting nature.
- **Solution:** Players must **align the glowing gear with the correct timing sequence** to stabilize an exit.
- **Hints:**
 - A successful **Investigation check (DC 15)** reveals that **each hallway realigns in a specific rhythm**.
 - Observing the Forgotten Engineer's movements **provides a clue to the timing pattern**.

Combat/Encounter Mechanics:

- The Gearforged Guardian (AC 18 | HP 75 | Arcane Pulse: 2d10 force damage, ignores armor).
- The labyrinth's walls **shift every two rounds**, requiring **Intelligence (Arcana) checks (DC 14) to predict movements**.
- A **successful Arcana check (DC 16)** allows a player to temporarily halt part of the labyrinth.

LOOT & TREASURES

Upon solving the puzzle or defeating the Gearforged Guardian, the labyrinth stabilizes, revealing:

1 THE CHRONO-TUNER (MAGICAL ARTIFACT)

- **Description:** A small, brass device with a **constantly spinning dial and a faintly glowing rune**.
- **Effect:** Once per long rest, the user can **pause time for six seconds (one round)**.
- **Curse:** Occasionally, the user experiences **brief déjà vu, repeating an action involuntarily**.

2 THE CLOCKWORK KEY (ENCHANTED MECHANISM)

- **Description:** A delicate silver key with **intricate gears embedded inside**.
- **Effect:** Grants **advantage on Intelligence (Investigation) checks related to machinery**.
- **Curse:** The key sometimes **turns on its own, locking or unlocking something at random**.

HOW THE PLAYERS OBTAIN THESE ITEMS

- **The Chrono-Tuner:** Found **at the center of the glowing gear after the puzzle is solved**.
- **The Clockwork Key:** Drops from the **defeated Gearforged Guardian**, clicking as if alive.





E5: THE SHATTERED OBSERVATORY

Where the stars whisper secrets, and time fractures like glass.

ENTERING FROM THE OUTSIDE

The walls around you melt away into the void, replaced by a vast expanse of fractured glass and floating staircases. Stars shimmer beneath your feet, as if you stand upon the surface of the cosmos itself. Celestial instruments—telescopes, astrolabes, and charts—hover weightlessly, shifting position as if guided by unseen hands.

A great brass orrery, broken and missing pieces, slowly turns in the center of the chamber. Fragments of constellations drift through the air, reflecting countless possibilities. A strange sensation pulls at your mind, as if unseen forces are guiding your thoughts, rewriting moments before they happen.

DM READ-ALoud DESCRIPTION

“You stand at the edge of space itself, surrounded by shattered remnants of knowledge long lost. The void stretches infinitely in all directions, punctuated by shifting staircases and floating orbs of celestial light.

The great orrery in the center of the chamber is incomplete—its missing pieces orbit around it like moons caught in an unseen tide. Stars flicker in and out of existence, as if struggling to hold onto their own reality.

*And then, **one of the constellations shifts**, its pattern subtly rearranging, as if rewriting history in real-time.”*

ROOM DESCRIPTION

- **Floating Platforms:** Sections of the observatory **drift weightlessly**, requiring careful navigation.
- **Constellation Shards:** Fragments of star charts and celestial patterns **flicker in and out of reality**.
- **The Broken Orrery:** The central mechanism is **partially functional**, missing key components.
- **Temporal Distortions:** Occasionally, events seem to **replay**, as if time itself is uncertain here.

NPC & INTERACTIVE ELEMENTS

- **The Astral Archivist:** A being of pure starlight, trapped between timelines, offering cryptic warnings.
- **The Lost Celestial Map:** A chart that changes constantly, revealing **portals to distant realms**.
- **The Orrery's Missing Piece:** A floating gear of unknown material, **drifting just out of reach**.

DM GUIDANCE:

COMBAT OPTION – THE STARLIT WARDEN

- **Trigger:** If players attempt to take a missing piece from the orrery without solving its puzzle.
- **Enemy: The Starlit Warden**, a celestial construct bound to protect the lost knowledge.
- **Combat Mechanics:**
 - **Gravity fluctuates unpredictably**, forcing **Dexterity (DC 15) checks** to remain stable.
 - The Warden **unleashes radiant bursts**, dealing **force and psychic damage** simultaneously.
 - **Destroying certain floating platforms alters the battlefield**, making positioning crucial.

PUZZLE OPTION – ALIGNING THE CONSTELLATIONS

- **Trigger:** If players investigate the constellations or attempt to repair the orrery.
- **Solution:** Players must **restore the missing pieces of the celestial map**, aligning the stars correctly.
- **Hints:**
 - A successful **Arcana check (DC 15)** reveals that **each missing star follows a pattern**.
 - The Astral Archivist speaks in riddles, **hinting at the correct sequence**.

Combat/Encounter Mechanics:

- The Starlit Warden (AC 17 | HP 65 | Cosmic Strike: 2d8 radiant damage, ignores resistances).
- The observatory's shifting platforms require **Athletics (DC 14)** checks to traverse safely.
- A successful **Insight check (DC 16)** allows a player to predict the battlefield's movements.

LOOT & TREASURES

Upon solving the puzzle or defeating the Starlit Warden, the observatory stabilizes, revealing:

1 THE ORRERY LENS (*MAGICAL RELIC*)

- **Description:** A delicate brass lens that refracts **not light, but time itself**.
- **Effect:** Grants **advantage on Perception checks related to predicting movement or outcomes**.
- **Curse:** Occasionally, the user **sees glimpses of events that never happened**.

2 THE CELESTIAL CHART (*ENCHANTED MAP*)

- **Description:** A parchment that glows with **ever-shifting constellations**.
- **Effect:** Once per long rest, the user can **use the chart to locate any known place, no matter the distance**.

- **Curse:** The map occasionally **displays paths to places that no longer exist—or do not yet exist**.

HOW THE PLAYERS OBTAIN THESE ITEMS

- **The Orrery Lens:** Found **where the Starlit Warden was defeated, flickering between realities**.
- **The Celestial Chart:** Found **within the restored orrery, glowing with new constellations**.





E6: THE DREAMKEEPER'S MENAGERIE

Where creatures from forgotten dreams linger, waiting to be remembered.

ENTERING FROM THE OUTSIDE

As the door swings open, the scent of blooming flowers and old parchment drifts through the air. The chamber beyond is impossibly vast—a sprawling garden filled with towering crystal trees, floating islands of soft moss, and cages made of woven silver light.

Strange creatures wander the space—some familiar, others born from forgotten dreams. A great domed ceiling shimmers with countless constellations, shifting in time with unseen forces. And at the heart of the menagerie, a single ornate cage stands empty, waiting.

DM READ-ALoud DESCRIPTION

“You step into a dreamlike realm where the air hums with an almost musical resonance. Crystal leaves chime gently as they sway, and creatures flicker in and out of existence like half-remembered thoughts.

Each cage glows softly, containing beings both wondrous and strange—some appearing playful, others staring with longing, their forms shifting slightly, as if unstable.

Above, the constellations move unnaturally, forming patterns that hint at something long forgotten. The central cage, unlike the others, stands open—an invitation or a warning.”

ROOM DESCRIPTION

- **Living Constellations:** The stars above subtly shift, forming new patterns when observed.
- **Unstable Beasts:** Some creatures flicker between forms, as if struggling to maintain their existence.
- **The Empty Cage:** A beautifully crafted cage of silver light, untouched yet waiting to be filled.
- **Dream Residue:** Some areas shimmer with an ethereal glow, revealing images of long-lost dreams.

NPC & INTERACTIVE ELEMENTS

- **The Dreamkeeper:** A robed figure whose face is obscured by swirling mist, watching the cages intently.
- **The Forgotten Beast:** A creature without a true form, shifting between memories and myth.
- **The Silver Key:** A floating object pulsing faintly, drawn toward the empty cage.

DM GUIDANCE:

COMBAT OPTION — THE NIGHTMARE BEAST

- **Trigger:** If players attempt to force the Silver Key into the empty cage or attack a caged creature.
- **Enemy: The Nightmare Beast,** a shifting entity that **feeds on dreams and memory.**
- **Combat Mechanics:**
 - **Every round, the battlefield shifts,** requiring **Intelligence (DC 15) checks to predict terrain changes.**
 - The Nightmare Beast **erases memories,** forcing **Wisdom saving throws (DC 16) to resist losing details of their past.**
 - **Striking the Beast with radiant energy stabilizes its form, making it vulnerable.**

PUZZLE OPTION – RESTORING THE DREAMKEEPER’S MENAGERIE

- **Trigger:** If players interact with the Dreamkeeper or the unstable creatures.
- **Solution:** Players must **find the correct memory to anchor the Forgotten Beast into reality.**
- **Hints:**
 - A successful **Arcana check (DC 15)** reveals that **the constellations above reflect the creature’s true form.**
 - The Dreamkeeper offers cryptic hints, **guiding the players toward the correct choice.**

Combat/Encounter Mechanics:

- **The Nightmare Beast (AC 16 | HP 70 | Mindrend: 2d10 psychic damage, forces Intelligence saves).**
- The battle causes reality to shift, requiring **Insight (DC 14) checks to maintain awareness.**
- A successful **Persuasion check (DC 16)** may convince the Dreamkeeper to aid the players.

LOOT & TREASURES

Upon solving the puzzle or defeating the Nightmare Beast, the menagerie stabilizes, revealing:

1 THE GILDED CAGE (*MAGICAL ARTIFACT*)

- **Description:** A delicate cage woven from **silver and starlight, warm to the touch.**
- **Effect:** Once per long rest, the user can **trap a hostile entity inside the cage for one minute.**
- **Curse:** The user occasionally **hears soft whispers from past captives.**

2 THE DREAMKEEPER’S TOKEN (*ENCHANTED MEDALLION*)

- **Description:** A simple, crescent-shaped charm that **glows faintly when held.**
- **Effect:** Grants **advantage on Charisma-based skill checks when interacting with fey or celestial beings.**
- **Curse:** The user occasionally **sees glimpses of alternate versions of themselves.**

HOW THE PLAYERS OBTAIN THESE ITEMS

- **The Gilded Cage:** Found **where the Forgotten Beast was stabilized.**
- **The Dreamkeeper’s Token:** Given **by the Dreamkeeper if the puzzle is solved.**





E7: THE ETERNAL BANQUET

A feast without end, where guests never leave and the food never rots.

ENTERING FROM THE OUTSIDE

A warm golden glow spills from the room ahead, accompanied by the tantalizing scent of roasted meats, sweet fruits, and spiced wine. A grand feast is laid out upon a seemingly endless table, with fine silverware and goblets brimming with deep red liquid. Noble guests in lavish attire laugh and toast, their eyes gleaming with merriment. Yet, as you step closer, something feels... wrong. The guests' faces remain unchanged, their laughter never falters, and the food, though rich and aromatic, never seems to be touched. At the far end of the table, an ornate chair sits empty, waiting.

DM READ-ALoud DESCRIPTION

"The air is thick with the scent of a feast too perfect to be real. Platters of food remain untouched, steaming as if freshly prepared, while crystal goblets are refilled without anyone lifting a hand.

The guests smile and laugh, yet their expressions do not change—the same motion, the same chuckle, repeating over and over. A grand chair at the table's head remains empty, its high back carved with intricate patterns of vines and fruit.

Somewhere in the distance, the faint chime of a bell rings, though no source can be seen."

ROOM DESCRIPTION

- **The Never-Ending Feast:** Food remains **untouched yet fresh**, never spoiling, never consumed.
- **The Unmoving Guests:** Those seated at the table **never leave, never age, and never cease their laughter**.
- **The Empty Chair:** A grand seat at the table's head remains **waiting for a new guest**.
- **The Phantom Bell:** A soft chime occasionally rings, though its source is unseen.

NPC & INTERACTIVE ELEMENTS

- **The Eternal Host:** A masked figure who offers seats to new guests but never takes one themselves.
- **The Forbidden Goblet:** A single goblet at the table's center **radiates a faint magical glow**.
- **The Servants of the Feast:** Silent figures in elegant attire **move without truly existing**.

DM GUIDANCE: COMBAT OPTION – THE FEASTBOUND

- **Trigger:** If players attempt to disrupt the feast, break the cycle, or refuse the Eternal Host's offer.
- **Enemy: The Feastbound,** cursed nobles who **lash out at those who threaten their eternal revelry**.
- **Combat Mechanics:**
 - **Each round, the banquet table shifts,** forcing **Dexterity (DC 14) checks to avoid being pulled into the seats**.
 - The Feastbound **drain vitality**, causing **Charisma saving throws (DC 15) or suffer exhaustion**.
 - **Destroying the Forbidden Goblet weakens all enemies**, but doing so has unknown consequences.

PUZZLE OPTION – ENDING THE BANQUET’S CURSE

- **Trigger:** If players seek to understand the nature of the feast and its magic.
- **Solution:** Players must **restore the rightful host to the empty chair** or **break the cycle by rejecting the feast entirely**.
- **Hints:**
 - A successful **Insight check (DC 14)** reveals that **the guests are trapped in a loop, unable to leave**.
 - Speaking the true name of the Eternal Host **forces them to acknowledge their past**.

Combat/Encounter Mechanics:

- The Feastbound (AC 14 | HP 50 | Laughter’s Bite: 2d8 necrotic damage, drains Charisma).
- The cursed magic forces a Wisdom saving throw (DC 15) each round to resist joining the feast.
- A successful Arcana check (DC 16) allows a player to disrupt the feast’s enchantment.

LOOT & TREASURES

Upon solving the puzzle or defeating the Feastbound, the banquet fades, revealing:

1 THE SILVER GOBLET (*MAGICAL RELIC*)

- **Description:** A goblet that refills with a liquid matching the holder’s greatest desire.
- **Effect:** Grants **advantage on Persuasion checks when used in conversation**.
- **Curse:** The drinker **must succeed a Wisdom saving throw (DC 14) or crave more**.

2 THE HOST’S MASK (*ENCHANTED MASK*)

- **Description:** A porcelain mask carved with intricate golden filigree.
- **Effect:** Grants **the ability to cast *Disguise Self* once per long rest**.
- **Curse:** Occasionally, the wearer **feels an urge to host a gathering**.

HOW THE PLAYERS OBTAIN THESE ITEMS

- **The Silver Goblet:** Appears **at the banquet’s center once the puzzle is solved**.
- **The Host’s Mask:** Found **where the Eternal Host stood after the cycle is broken**.





E8: THE SUNKEN BALLROOM

A dance that never ends, beneath waters that do not drown.

ENTERING FROM THE OUTSIDE

The moment you step forward, the world shifts. Your feet no longer touch solid ground, yet you do not fall. A vast ballroom stretches before you, its marble floors submerged beneath shimmering, translucent water.

Ornate chandeliers sway gently as if caught in an unseen tide, casting flickering reflections across the walls.

Dozens of dancers, garbed in elegant finery, move gracefully across the ballroom. Their feet never touch the ground, and their movements leave ripples in the air. A haunting melody drifts through the chamber, played by unseen musicians. At the far end of the room, a grand staircase leads nowhere—its steps vanishing into a watery expanse.

DM READ-ALoud DESCRIPTION

“The ballroom shimmers like a mirage, suspended in water that does not drown. Grand tapestries sway in slow motion, their patterns shifting in the dim glow of the chandeliers.

Dancers swirl across the floor, their feet never touching the surface. The music, both distant and immediate, carries an eerie weight—each note lingering slightly too long.

At the far end of the chamber, a grand staircase leads upward but fades into nothingness, as if ascending into a dream.”

ROOM DESCRIPTION

- **Weightless Waters:** The entire ballroom is submerged, yet no one drowns.
- **Ethereal Dancers:** The guests move **without speaking, never breaking their rhythm.**
- **The Fading Staircase:** A grand set of stairs **vanishes into mist, leading nowhere.**
- **Lingering Echoes:** Occasionally, soft whispers and laughter **drift through the chamber.**

NPC & INTERACTIVE ELEMENTS

- **The Silent Conductor:** A spectral figure who **guides the unseen musicians.**
- **The Masked Waltzer:** A single dancer who **seems aware of the players’ presence.**
- **The Frozen Violin:** An instrument encased in crystal, **humming with latent magic.**

DM GUIDANCE:

COMBAT OPTION – THE TWISTED WALTZ

- **Trigger:** If players disrupt the dance, disturb the conductor, or attempt to leave improperly.
- **Enemy: The Masked Waltzers,** spectral dancers who **enforce the rules of the eternal ball.**
- **Combat Mechanics:**
 - **Every round, the battlefield shifts,** requiring **Dexterity (DC 15) checks to maintain footing.**
 - The Waltzers attack in sync, dealing **bonus damage if striking in unison.**
 - **Interrupting the music weakens the enemies but changes the rhythm unpredictably.**

PUZZLE OPTION – BREAKING THE ETERNAL DANCE

- **Trigger:** If players investigate the nature of the ballroom's enchantment.
- **Solution:** Players must **discover the source of the music and silence it or play the final note.**
- **Hints:**
 - A successful **Performance check (DC 14)** allows players to **influence the rhythm of the dance.**
 - The Silent Conductor gestures toward a **missing instrument, hinting at how to end the dance.**

Combat/Encounter Mechanics:

- **The Masked Waltzers (AC 15 | HP 45 | Harmonized Strike: 2d6 force damage, ignores resistance).**
- The battlefield changes as the music shifts, requiring **Insight (DC 14)** to predict movements.
- A successful **Arcana check (DC 16)** allows players to disrupt the music's magic momentarily.

LOOT & TREASURES

Upon solving the puzzle or defeating the Masked Waltzers, the ballroom stabilizes, revealing:

1 THE CONDUCTOR'S BATON (MAGICAL FOCUS)

- **Description:** A silver baton engraved with musical notes that shift when held.
- **Effect:** Grants **advantage on Performance checks** and allows the wielder to control minor ambient sounds.
- **Curse:** The wielder occasionally hears distant music with no apparent source.

2 THE CRYSTAL WALTZ MASK (ENCHANTED MASK)

- **Description:** A translucent ballroom mask that **shimmers when worn.**
- **Effect:** Grants **advantage on Charisma-based skill checks in social encounters.**
- **Curse:** The wearer feels a compulsion to dance when music is played nearby.

HOW THE PLAYERS OBTAIN THESE ITEMS

- **The Conductor's Baton:** Appears **where the Silent Conductor once stood.**
- **The Crystal Waltz Mask:** Found **within the frozen violin's case after the dance ends.**





E9: THE GARDEN OF ENDLESS TWILIGHT

A place where the sun never fully sets, and the flowers whisper forgotten names.

ENTERING FROM THE OUTSIDE

The scent of blooming flowers and damp earth greets you as you step into a vast garden bathed in eternal twilight. A soft golden glow lingers on the horizon, yet no sun is visible.

Tall trees with silver leaves sway gently in an unseen breeze, their branches forming archways over winding cobblestone paths.

Glowing petals drift lazily through the air, catching in your hair and on your armor.

Statues of figures long forgotten stand in silent vigil, their expressions frozen in sorrow or contemplation. Somewhere deeper within the garden, the distant sound of running water echoes, though no streams are visible.

DM READ-ALOUD DESCRIPTION

“The garden stretches endlessly in every direction, illuminated by a soft golden light that never fades nor brightens. The cobblestone paths wind through beds of luminous flowers, their petals shifting color as you pass.

The trees, ancient and silver-leaved, rustle softly despite the absence of wind. Statues of unknown figures line the paths, their expressions wistful—almost as if they were once alive. In the distance, a gentle stream can be heard, though no source of water is visible.”

ROOM DESCRIPTION

- **Luminous Flora:** The flowers **change color and emit a soft glow when touched.**
- **Timeless Twilight:** The sky never darkens nor brightens, **locked in perpetual dusk.**
- **Whispering Statues:** Some statues **murmur faintly, though their lips do not move.**
- **The Hidden Stream:** The sound of running water **grows louder but never reveals a source.**

NPC & INTERACTIVE ELEMENTS

- **The Twilight Guardian:** A spectral figure who watches over the garden but does not speak.
- **The Bloom of Remembrance:** A single silver flower that **radiates faint warmth.**
- **The Forgotten Bench:** A stone seat engraved with names that **vanish when read aloud.**

DM GUIDANCE:

COMBAT OPTION — THE WEEPING VINES

- **Trigger:** If players disturb the statues or pluck the Bloom of Remembrance.
- **Enemy: The Weeping Vines,** sentient plants that **lash out to protect the garden.**
- **Combat Mechanics:**
 - **The battlefield shifts as vines grow,** forcing **Dexterity (DC 15) checks to avoid entanglement.**
 - The Weeping Vines **drain energy,** imposing **Wisdom saving throws (DC 14) to resist exhaustion.**
 - **Destroying the statues weakens the vines but releases an unknown force.**

PUZZLE OPTION – LISTENING TO THE WHISPERS

- **Trigger:** If players investigate the statues and attempt to understand their nature.
- **Solution:** Players must **piece together the forgotten names to unlock the garden's secret.**
- **Hints:**
 - A successful **Insight check (DC 15)** reveals that **each statue whispers fragments of a story.**
 - Holding the Bloom of Remembrance **allows players to briefly glimpse the garden's past.**

Combat/Encounter Mechanics:

- The Weeping Vines (AC 14 | HP 55 | Grasping Roots: 2d8 necrotic damage, restrains target).
- The statues influence the battle, requiring **Perception (DC 14)** to notice patterns in movement.
- A successful **Arcana check (DC 16)** allows a player to disrupt the vines' magic.

LOOT & TREASURES

Upon solving the puzzle or defeating the Weeping Vines, the garden reveals its secrets:

1 THE BLOOM OF REMEMBRANCE (MAGICAL FLOWER)

- **Description:** A delicate silver flower that **radiates warmth in the holder's hand.**
- **Effect:** Grants **advantage on Wisdom saving throws against mind-affecting effects.**
- **Curse:** Occasionally, the holder **experiences memories that are not their own.**

2 THE TWILIGHT STONE (ENCHANTED GEM)

- **Description:** A polished gemstone that **absorbs ambient light, glowing softly in darkness.**
- **Effect:** Once per long rest, the user can **cloak themselves in shadows, gaining invisibility for one minute.**
- **Curse:** The stone **occasionally reflects images of places the holder has never been.**

HOW THE PLAYERS OBTAIN THESE ITEMS

- **The Bloom of Remembrance:** Found **where the Weeping Vines last stood.**
- **The Twilight Stone:** Hidden **within a statue's hollowed chest, revealed once the whispers cease.**





E10: THE CHAMBER OF ECHOING STEPS

A room where every step is heard twice—once in the present, once in the past.

ENTERING FROM THE OUTSIDE

As you step forward, the sound of your footsteps lingers too long in the air, repeating a moment later as if someone else is following your path. The walls, smooth and reflective, show faint movements—sometimes your own, sometimes something... else.

A long corridor stretches ahead, flanked by columns carved with twisting patterns. The flickering torchlight casts multiple shadows where there should be only one. At the far end of the chamber, a large archway hums with latent energy, though nothing can be seen beyond it.

DM READ-ALoud DESCRIPTION

“The moment you step inside, sound becomes strange—each footstep echoing twice, the second one slightly delayed. The walls shimmer faintly, reflecting movements that do not always match your own. The flickering torchlight casts multiple shadows, some bending at unnatural angles.

At the far end of the chamber, an archway hums, its surface empty yet vibrating with potential. And then, for just a moment, you hear another set of footsteps—though no one is there.”

ROOM DESCRIPTION

- **Echoing Footsteps:** Every movement is repeated, sometimes in the past, sometimes in the future.
- **Shifting Reflections:** The walls do not always mirror reality—sometimes, they show things that have not yet happened.
- **The Humming Archway:** The far end of the chamber holds a **portal-like structure**, its energy fluctuating.
- **Multiple Shadows:** Some figures in the chamber **cast more than one shadow**, moving of their own accord.

NPC & INTERACTIVE ELEMENTS

- **The Phantom Guide:** A figure that appears only in reflections, offering silent gestures.
- **The Delayed Echo:** A voice speaks moments after words are said, repeating in an unknown language.
- **The Fractured Path:** Some parts of the floor seem to exist in multiple timelines, shifting subtly.

DM GUIDANCE:

COMBAT OPTION — THE ECHOBORN PHANTOM

- **Trigger:** If players attempt to disrupt the archway’s energy or attack the shifting reflections.
- **Enemy:** The Echoborn Phantom, a being that exists across multiple moments in time.
- **Combat Mechanics:**
 - The battlefield constantly shifts, requiring **Wisdom (DC 15)** checks to determine real threats.
 - The Echoborn Phantom **attacks in different timeframes**, making it unpredictable.
 - **Destroying the reflections weakens it**, but also distorts reality.

PUZZLE OPTION – ALIGNING THE ECHOES

- **Trigger:** If players investigate the shifting nature of the chamber.
- **Solution:** Players must **mimic their own delayed echoes precisely**, aligning with the chamber's natural rhythm.
- **Hints:**
 - A successful **Insight check (DC 15)** reveals that **certain echoes match past movements**.
 - Observing the Phantom Guide **provides a clue about the correct order of actions**.

Combat/Encounter Mechanics:

- The Echoborn Phantom (AC 17 | HP 65 | Temporal Strike: 2d8 force damage, shifts locations randomly).
- The battlefield alters every two rounds, requiring **Dexterity (DC 14)** to adapt.
- A successful **Arcana check (DC 16)** allows a player to momentarily sync with the echoes, gaining an advantage.

LOOT & TREASURES

Upon solving the puzzle or defeating the Echoborn Phantom, the chamber stabilizes, revealing:

1 THE ECHOING PENDANT (MAGICAL AMULET)

- **Description:** A delicate silver pendant that **vibrates faintly, resonating with unseen forces**.
- **Effect:** Grants **advantage on Dexterity saving throws when avoiding area-of-effect attacks**.
- **Curse:** Occasionally, the wearer experiences a moment from the past as if it is happening again.

2 THE FRACTURED LENS (ENCHANTED GLASS)

- **Description:** A shard of crystal that **shows glimpses of alternate realities when looked through**.
- **Effect:** Once per long rest, the user can **view a location they have never seen as if standing there**.

- **Curse:** Sometimes, the lens **shows events that never happened or have not yet occurred**.

HOW THE PLAYERS OBTAIN THESE ITEMS

- **The Echoing Pendant:** Found **where the Echoborn Phantom was defeated**.
- **The Fractured Lens:** Found **embedded in the archway after stabilizing the chamber**.



