

Mansion

One-Shot Adventure



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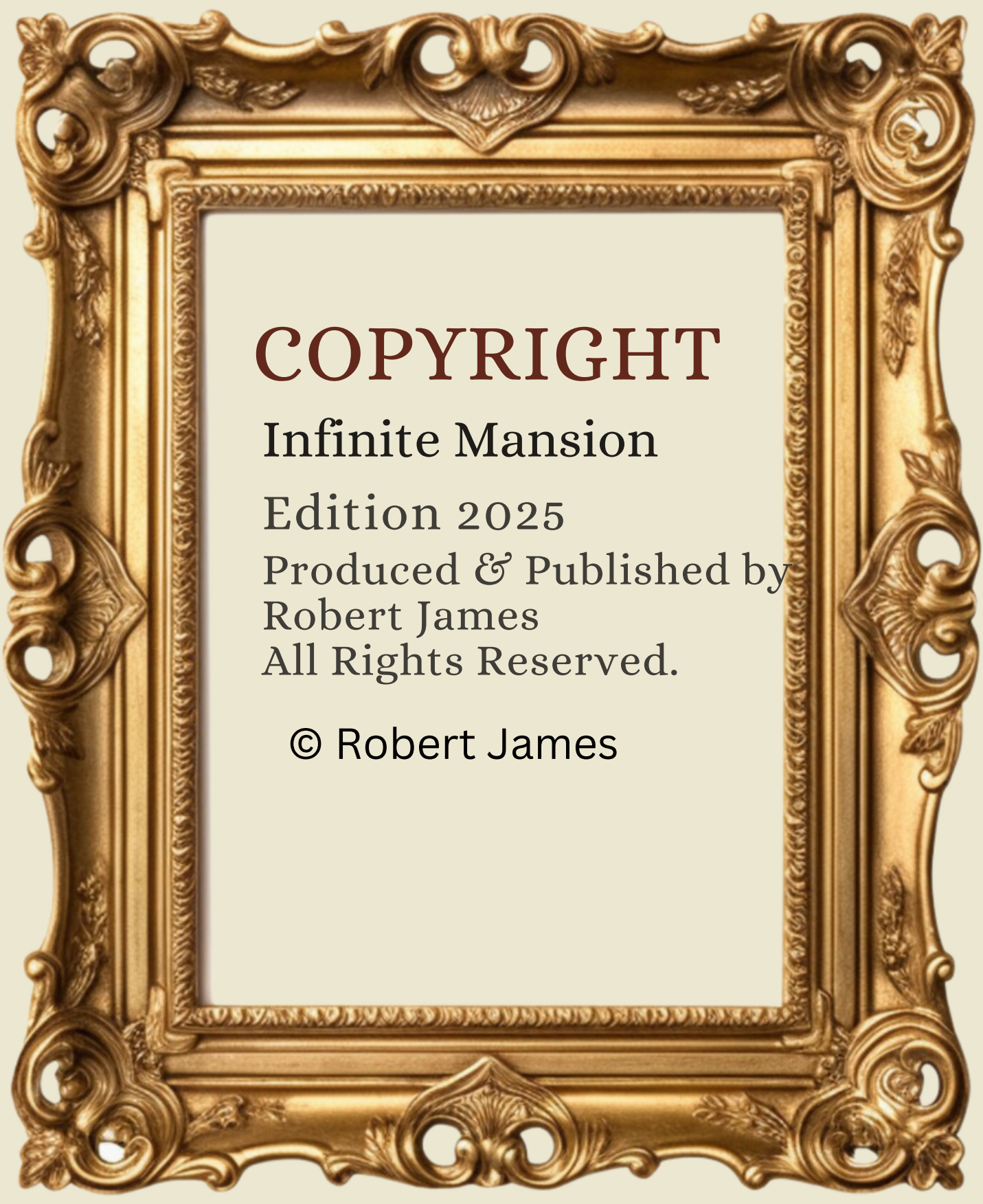


The Inner Circle

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

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THE INFINITE MANSION AWAITS



HIS ONE-SHOT OFFERS A **SURREAL**,
player-driven mystery within The
Infinite Mansion. Whether they
escape, remain, or change
forever, The Mansion
remembers all.

Step through the door.
See what awaits.



THE KEY OF MANY DOORS

A one-shot adventure set within *The Infinite Mansion*, where the only way out is understanding the truth.

ADVENTURE OVERVIEW

The players awaken in **The Infinite Mansion**, a place without end, without exits—yet filled with doors. A robed figure known as **The Doorkeeper** greets them, telling them only one thing:

“To leave this place, you must find the Key of Many Doors.”

The **truth?** The key does not exist. The mansion is **not a prison but a question**, and only those who realize they are shaping it can escape. Until then, the doors lead only deeper.

ADVENTURE STRUCTURE

This adventure is designed to be **modular**, allowing the DM to control movement between rooms or **randomize it using a dice-based system**.

MOVEMENT OPTIONS:

- The DM **takes them** room by room as the story unfolds.

Players will explore **three key rooms** before reaching the **Final Door**, where they must make their choice.

ACT ONE – AWAKENING & FIRST STEPS

THE PLAYERS AWAKEN IN A **VAST, endless hallway**, the air thick with the scent of dust and forgotten things. The walls stretch into infinity, lined with doors that do not belong.

A robed figure stands before them—**The Doorkeeper**.

THE DOORKEEPER’S WORDS:

“You do not belong here. Or perhaps, you have always belonged.”

“To leave, you must find the Key of Many Doors. It exists somewhere in the mansion. Or perhaps, nowhere at all.”

They gesture to the first door.

“Step through and seek it.”



◆ ROOM ONE: THE LIBRARY OF FORGOTTEN NAMES

ROOM HOOK

A massive library filled with towering shelves of books, none of them labeled. The air smells of parchment and ink, and the only sound is the scratching of a quill.

ROOM DESCRIPTION

- **Endless Books:** The shelves stretch impossibly high.
- **Unseen Writer:** A quill writes in an open book, though no hand holds it.
- **Echoing Voices:** Whispered names drift through the air, barely audible.

CHALLENGE

Players must **find a book with their name**, but the books resist being read.

PUZZLE MECHANICS:

- A **successful Intelligence (Investigation) check (DC 14)** reveals that **the books contain the memories of those who enter the Mansion.**
- If a player writes their own name in an empty book, **the Mansion responds**, offering a clue:

“The Key is never taken. It is understood.”

NPC: THE LIBRARIAN (GHOSTLY KEEPER OF NAMES)

- A translucent figure that moves without sound.
- Knows the players' pasts but refuses to answer their questions directly.
- Occasionally removes books from the shelves and replaces them with blank ones.



◆ ROOM TWO: THE HALLWAY OF VANISHING DOORS

ROOM HOOK

A long, featureless hallway with **a single door at the far end**. The moment a player blinks or looks away, the door **moves further away**.

ROOM DESCRIPTION

- **Moving Door:** The only exit is never where it was last seen.
- **Faint Footsteps:** Players **hear movement behind them**, but turning around reveals nothing.
- **Distorted Reflections:** The floor is polished like a mirror, but **does not reflect the players**.

CHALLENGE

Players must **walk backward toward the door without looking at it directly**.

PUZZLE MECHANICS:

- If players **try to run forward**, the door disappears entirely.
- A **successful Wisdom (Perception) check (DC 15)** reveals that **closing their eyes allows them to reach the door**.
- **Opening the door leads to the Final Hallway.**



◆ THE FINAL ROOM: THE DOOR WITHOUT A KEY

THE PLAYERS ARRIVE AT A DOOR UNLIKE **any other**—simple, unmarked, and slightly ajar. Beyond it is... **nothing.**

The Doorkeeper is here, watching.

Where they go next? **Only the mansion knows.**

🌙 THE FINAL CHOICE

The Doorkeeper speaks:

“You have walked the halls of this place. You have seen its truth. But tell me—who brought you here?”

There is no **Key of Many Doors**. There never was.

The mansion is **a reflection**, a paradox, an answer to a question never asked.

🌀 POSSIBLE ENDINGS

1 THE ACCEPTANCE (*TRUE ESCAPE*)

If the players realize that **the mansion exists because they accept it**, they step through the final door and **wake up outside**—back in their world, the memory of the mansion fading like a dream.

2 THE DENIAL (*THEY STAY FOREVER*)

If the players **continue searching for the Key**, believing it must exist, the mansion **reshapes around them**.

- They become **new NPCs**, waiting for the next arrivals.
- Perhaps **one of them becomes the next Doorkeeper**.

3 THE FORGOTTEN PATH (*A DIFFERENT EXIT*)

Some players may **not choose to leave at all**. They **embrace the mansion**, stepping into **a different room, a different time, a different version of themselves**.





NPC STAT BLOCKS



THE DOORKEEPER (MYSTERIOUS GUARDIAN OF THE MANSION)

Medium Celestial, Lawful Neutral

- **Armor Class:** 18 (Natural)
- **Hit Points:** 120 (16d8 + 40)
- **Speed:** 30 ft., teleport 40 ft.

STR 12 (+1) | **DEX** 18 (+4) | **CON** 16 (+3) |
INT 20 (+5) | **WIS** 22 (+6) | **CHA** 18 (+4)

Abilities:

- **Step Between Doors:** The Doorkeeper can teleport between any doorways within 120 ft.
- **See the Path:** Knows the true thoughts and intentions of all creatures within 30 ft.

Actions:

- **Reality Shift (Recharge 5-6):** Forces all creatures in the room to make a **DC 17 Wisdom save** or swap places with another person in the mansion.
- **Whisper of the Key:** The Doorkeeper can speak a cryptic phrase that causes one creature to question their existence.

