



Mansion

Forbidden Secrets

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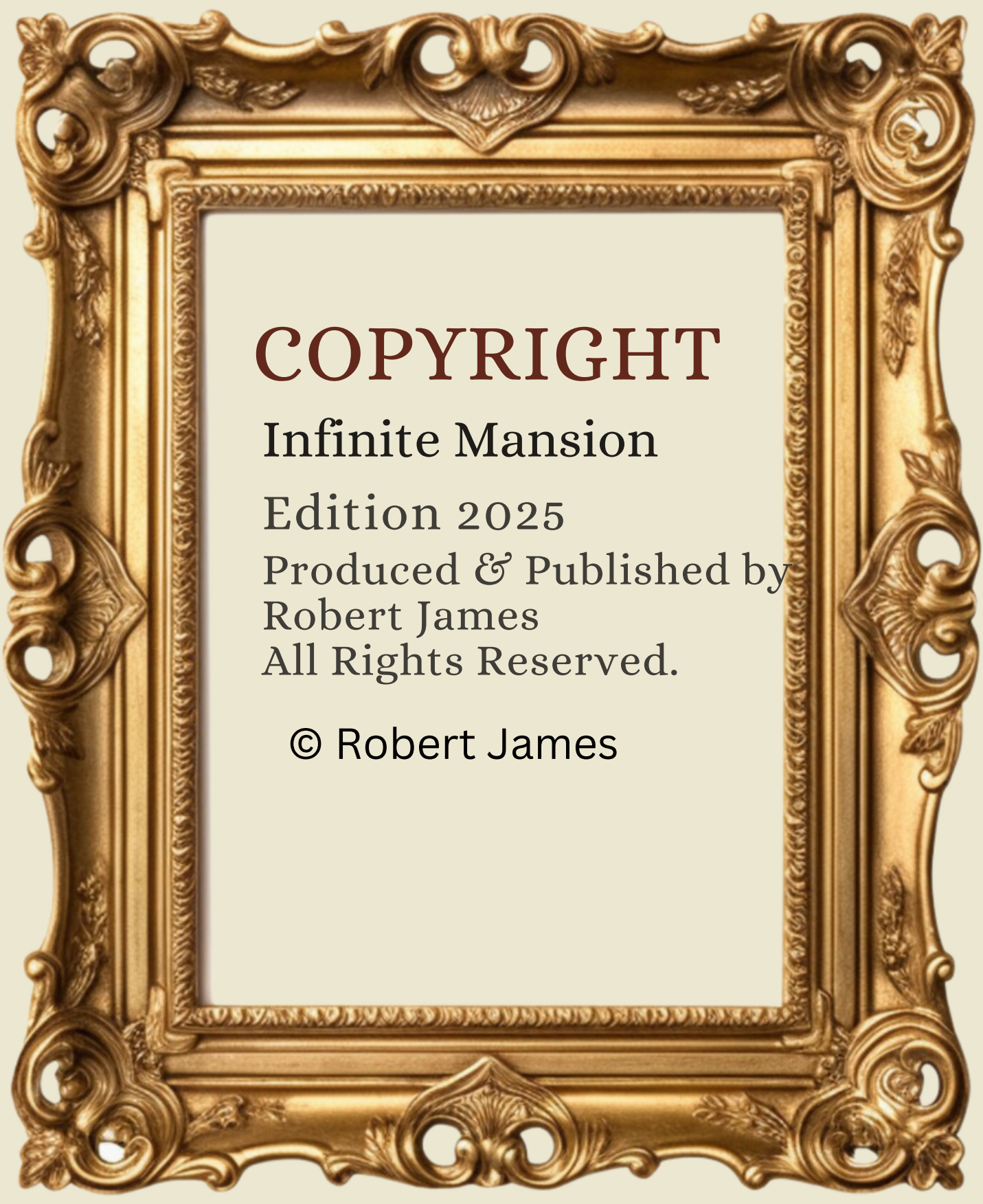


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An ornate, rectangular gold frame with intricate scrollwork and floral patterns, surrounding the text. The frame has a double-line border with decorative elements at the corners and midpoints.

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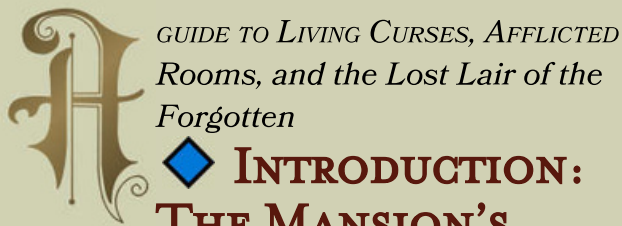
Infinite Mansion

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THE MANSION'S CURSED DEPTHS



GUIDE TO LIVING CURSES, AFFLICTED
Rooms, and the Lost Lair of the
Forgotten

◆ INTRODUCTION: THE MANSION'S

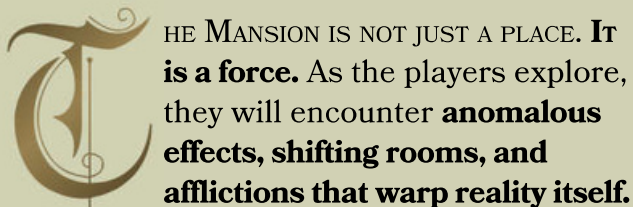
UNSEEN INFLUENCE

The Infinite Mansion is more than shifting walls and hidden doors. It is alive in ways few comprehend. **It listens, it watches, and sometimes, it remembers.**

Within this supplement, you will find:

- ✓ **Living Curses & Mansion Afflictions** – Rules for an ever-changing environment that **responds to the players' presence.**
- ✓ **Mansion Artifacts & Cursed Relics** – Objects of power and danger, **each with a history as twisted as the Mansion itself.**
- ✓ **Lair of the Forgotten** – A **hidden, dungeon-like expansion** of the Mansion where **those who never left still linger.**
- ✓ **A Name Lost in the Mansion** – A puzzle interwoven into the Mansion's design, waiting for **Hannah Stilwell's name** to be restored.

LIVING CURSES & MANSION AFFLICTIONS



THE MANSION IS NOT JUST A PLACE. **It is a force.** As the players explore, they will encounter **anomalous effects, shifting rooms, and afflictions that warp reality itself.**

● OPTIONAL RULES: ENVIRONMENTAL EFFECTS THAT ALTER THE MANSION

1 THE ROOMS THAT FORGET

- Each time a door is opened, **roll a d20.**
 - On a **1-3**, the players **return to a room they have already explored**, but **something is different—small, wrong, unsettling.**
 - If they fail to notice the difference within **three rounds**, they **forget the original version of the room ever existed.**

2 THE WHISPERING WALLS

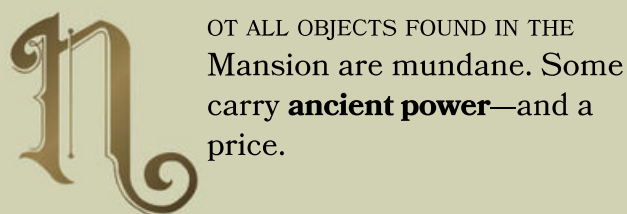
- Certain corridors **carry voices**—but they do not all tell the truth.

- When a player listens to the whispers, roll a **DC 15 Insight check:**
 - Success:** They receive **true guidance** about the Mansion.
 - Failure:** The whispers **lie**, leading them toward a **dead end or a hidden trap.**

3 THE ROOMS THAT SHOULDN'T BE THERE

- Once per long rest**, the Mansion **manifests a room that does not belong.**
- The players must **interact with the room in some way** before it disappears.
- Inside these rooms, they may **find objects, memories, or even echoes of those long lost.**

MANSION ARTIFACTS & CURSED RELICS



NOT ALL OBJECTS FOUND IN THE Mansion are mundane. Some carry **ancient power**—and a price.

🔑 NOTABLE ARTIFACTS

1 THE NAMELESS MIRROR (ARTIFACT, REQUIRES ATTUNEMENT)

- A silver mirror that reflects **not the present, but the past.**
- Each time it is used, the user sees **an event from the Mansion's history.**
- The **third time it is used**, the mirror **remembers them too well**—and their reflection **refuses to leave.**

2 THE KEY TO THE FIRST DOOR (ARTIFACT, ONE-TIME USE)

- A rusted, blackened key that fits into any lock within the Mansion.
- Once used, it reveals the very first room ever built within the Mansion.
- However, those who enter it may not return unchanged.

3 THE ARCHITECT'S LEDGER (ARTIFACT, REQUIRES ATTUNEMENT)

- A great leather-bound tome filled with names and places that should not exist.
- The user may erase one name from its pages per long rest.
- Doing so causes the target to vanish from history—but the user begins to forget themselves as well.

THE LAIR OF THE FORGOTTEN

HIDDEN EXPANSION OF THE MANSION, filled with those who never left. The Lair of the Forgotten is a dungeon-like space buried beneath the Mansion's shifting halls. It is where echoes of the lost remain, trapped in rooms that refuse to be erased.

◆ KEY FEATURES OF THE LAIR

- Twisted, fractured halls that defy normal geometry.
- A place where time loops, memories shift, and figures from the past still walk.
- No one ever truly dies here—but they do fade.

🔑 NOTABLE LOCATIONS IN THE LAIR

1 THE ARCHIVE OF NAMES

- A great chamber filled with books, each inscribed with a single name.
- Some names are missing pages, incomplete—waiting to be restored.

2 THE HALL OF THE UNFINISHED

- A gallery filled with half-formed statues and paintings that change as the players pass.
- Some figures plead to be completed, others beg to be forgotten.

3 THE DOOR OF THE ERASED

- A massive stone door, covered in scratches where a name once was.
- The door can only be opened by speaking the name that was removed.

:_____

THE PUZZLE OF THE NAME: HANNAH STILWELL

HNAME LOST IN THE LAIR, WAITING TO be restored.

Within the Archive of Names, there is a single book missing its inscription. If the players search the Lair, they will find pieces of letters scattered throughout the rooms.

🔑 HOW THE PUZZLE WORKS

- Players will find fragments of letters on various walls, papers, and inscriptions.
- When pieced together, they form the name "Hannah Stilwell."
- If the players say or write the name in the blank book, the chamber shudders, and the missing pages restore themselves.

A final whisper echoes from the book:

"She is remembered. But who will remember you?"

- The moment the name is restored, the Lair shifts, revealing a hidden passage deeper within.



CONCLUSION: THE MANSION EVOLVES



HIS SUPPLEMENT IS NOT JUST ABOUT rules and mechanics—it is about **the Mansion itself**. It is alive, growing, remembering, and **changing with the players**.

As they leave the Lair of the Forgotten, the Mansion shifts behind them. A corridor that was there before is gone. A door that was locked is now open. A whisper lingers in the air, patient and waiting:

"The Mansion is never finished. Neither are you."



