



Mansion

Architect

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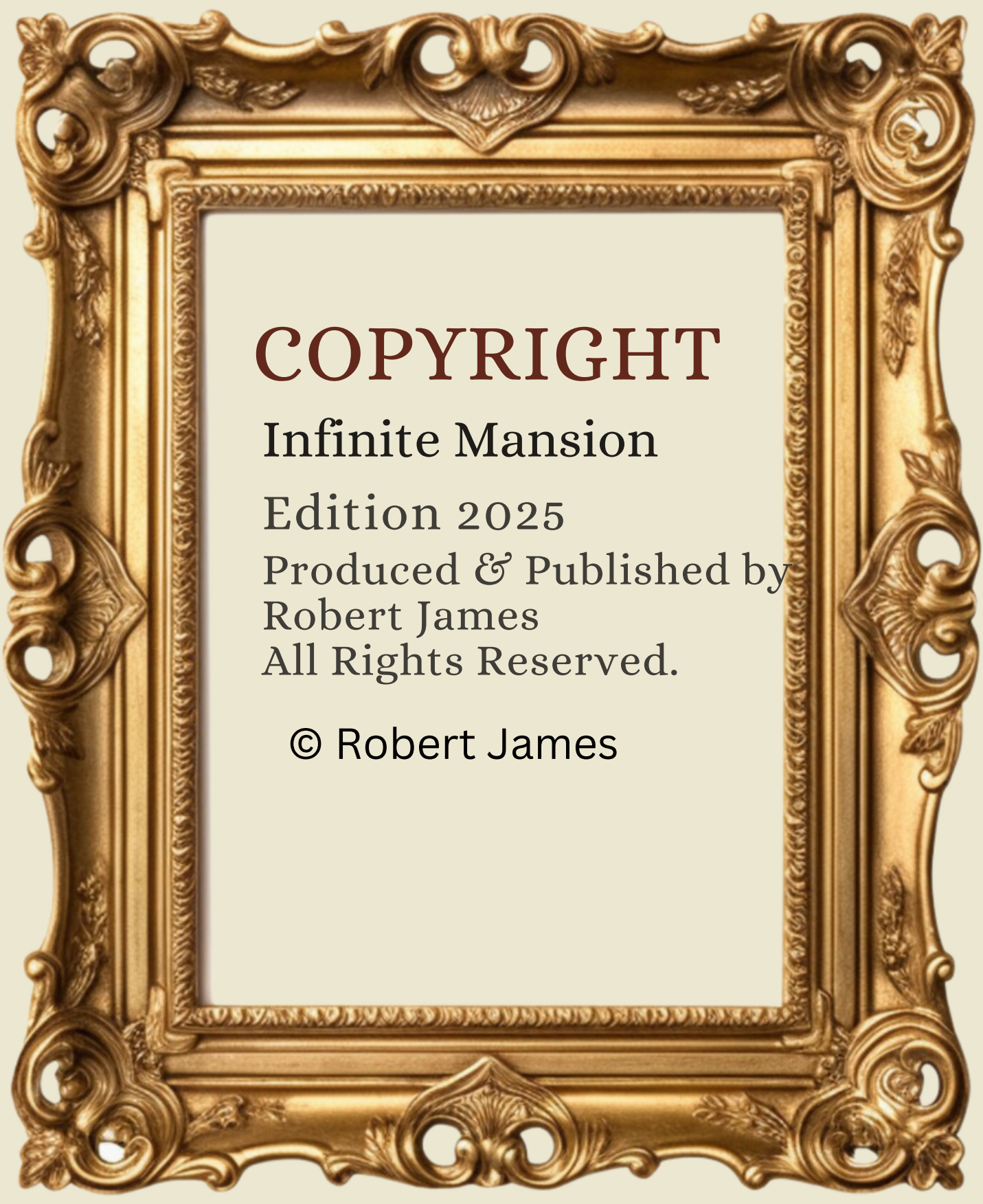


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An ornate, rectangular gold frame with intricate scrollwork and floral patterns, surrounding the central text.

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Edition 2025

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THE ARCHITECT'S SECRETS: UNRAVELING THE ORIGINS OF THE INFINITE MANSION

 LORE-RICH SUPPLEMENT DETAILING THE enigmatic origins of the Mansion, the powerful presence of The Architect, and how the Mansion itself evolves in response to those who walk its halls.

◆ INTRODUCTION: A PLACE WITHOUT TIME

The Infinite Mansion is **not merely a structure of stone and wood**—it is a **shifting reality**, a place of paradox, where **time, memory, and fate intertwine**. No one can claim to fully understand its purpose, not even those who dwell within.

At the heart of its mystery lies a single figure known only as **The Architect**.

Are they the creator of the Mansion? **Its keeper? Its prisoner?** Or something else entirely?

This supplement provides:

- ✓ **A powerful NPC: The Architect**, the Mansion's elusive overseer.
- ✓ **Multiple interpretations of the Mansion's origins**, allowing DMs to weave it into their own worlds.
- ✓ **Adventure hooks to explore its secrets**, from unlocking forbidden blueprints to recovering an artifact The Architect has hidden for eternity.
- ✓ **Optional rules for making the Mansion a living, evolving entity**, reacting to the players' choices.

◆ THE ARCHITECT: GUARDIAN, PRISONER, OR SOMETHING ELSE?

"I have seen every room, yet I do not know them all. I have built every hall, yet I cannot leave. The Mansion does not belong to me. It never did."

—The Architect

The Architect is a **mystery even to themselves**. They have existed within the Mansion for longer than any can recall, **guiding, testing, and sometimes opposing those who enter**. Some say they built the

Mansion; others claim they **merely discovered it, like an archaeologist finding ruins beyond time**.

WHAT IS THE TRUE NATURE OF THE ARCHITECT?

The Architect's identity is left **intentionally ambiguous**, but here are three possible truths:

1 The Architect Was the First to Be Forgotten

- They are **the first name the Mansion erased**, and now **they oversee its expansion, trapped in an endless cycle**.
- They build new rooms, but **none of them ever lead to an exit**.

2 The Architect is Not the Creator—Only a Prisoner

- The Architect is **as trapped as the players**.
- They once **tried to map the Mansion**, but it defied them, **shifting before their eyes**.

3 The Architect is the Mansion

- The Mansion does not merely have a ruler—it **is alive, and The Architect is its voice**.
- They are not truly a person but **a fragment of the Mansion's will**.

"You ask who I am? Foolish. Ask instead: what do I remember? And what have I forgotten?"



THE ARCHITECT'S STAT BLOCK

THE ARCHITECT

Medium Celestial or Aberration, Lawful Neutral

Armor Class 20 (Reality's Influence)

Hit Points 180 (20d10 + 60)

Speed 40 ft., teleport 60 ft. (within the Mansion only)

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

Saving Throws Int +10, Wis +9, Cha +8

Skills Insight +10, Arcana +12, History +10

Damage Resistances Psychic, Radiant, Necrotic

Condition Immunities Charmed, Frightened, Stunned

Senses Truesight 120 ft., Passive Perception 20

Languages All; speaks telepathically to anyone within the Mansion

Challenge 15 (13,000 XP)

TRAITS

Architect's Influence. The Architect can reshape the Mansion's rooms, creating doors, moving

walls, and altering gravity at will.

Forgotten Existence. Any creature that spends more than 24 hours in the Mansion forgets the Architect's face and voice.

ACTIONS

Multiattack. The Architect makes two **Temporal Strike** attacks or uses **Rearrange Reality**.

Temporal Strike. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target.

Hit: 30 (6d8) force damage, and the target loses 1 minute of their memory.

Rearrange Reality. (Recharge 5-6) The Architect shifts the Mansion around the players. They must make a **DC 18 Intelligence saving throw** or be transported to a random room of the Mansion, separated from their allies.



THE ORIGINS OF THE INFINITE MANSION: MANY THEORIES, NO TRUTH

There is no single truth about the Mansion's origins, but here are **four possible explanations**:

1 The Mansion Was Never Built – It Was Found

- It has existed forever, shifting before time itself.
- Discovered, like an ancient ruin.

2 The Mansion is a Reflection of Those Inside

- It does not obey physics—it obeys **consciousness**.
- Rooms are created **by thoughts, fears, and memories**.

3 The Mansion is a Prison for Something That Should Never Be Freed

- The Mansion was **built to contain something**.
- Every shifting room, every maze-like corridor exists **to keep one door sealed**.

4 The Mansion is an Experiment That Got Out of Control

- The Architect was once a scholar or a god, **building the first rooms** as an experiment.
- The Mansion grew beyond their control.



ADVENTURE HOOKS: UNRAVELING THE MANSION'S DARK HISTORY

◆ "The Architect's Key"

- A legendary **silver key** appears before the players. The Architect warns them:

"Turn it, and you will see the first room ever built."

◆ "The Lost Blueprints"

- The players **discover pages of the Mansion's original plans**, written in a **language that does not exist**.

◆ "The Architect's Mirror"

- A **reflection of The Architect** appears in the players' shadows—but the Architect is not there.

◆ "The Sealed Door"

- The Architect **refuses to open a certain door**. If the players ask why, they only say:

"That is the only room I did not build."

OPTIONAL RULES: THE MANSION AS A LIVING ENTITY

 **The Mansion Remembers** – If a player speaks their own name **inside a room**, that room will **call them back later, reshaping itself to reflect them**.

 **Rooms Shift Over Time** – Every long rest, one door vanishes and another appears.

 **The Mansion Alters Time** – Players may **relive past events differently** the second time they enter a room.

CONCLUSION: WHAT IS THE MANSION?

The Infinite Mansion remains **an enigma**. The Architect watches, waiting. Perhaps they are **guarding something, or searching for something**. Or perhaps, they too are just a prisoner.

As the players leave a room behind, one last whisper lingers in the halls:

“You walk forward. But the Mansion remembers where you have been.”



