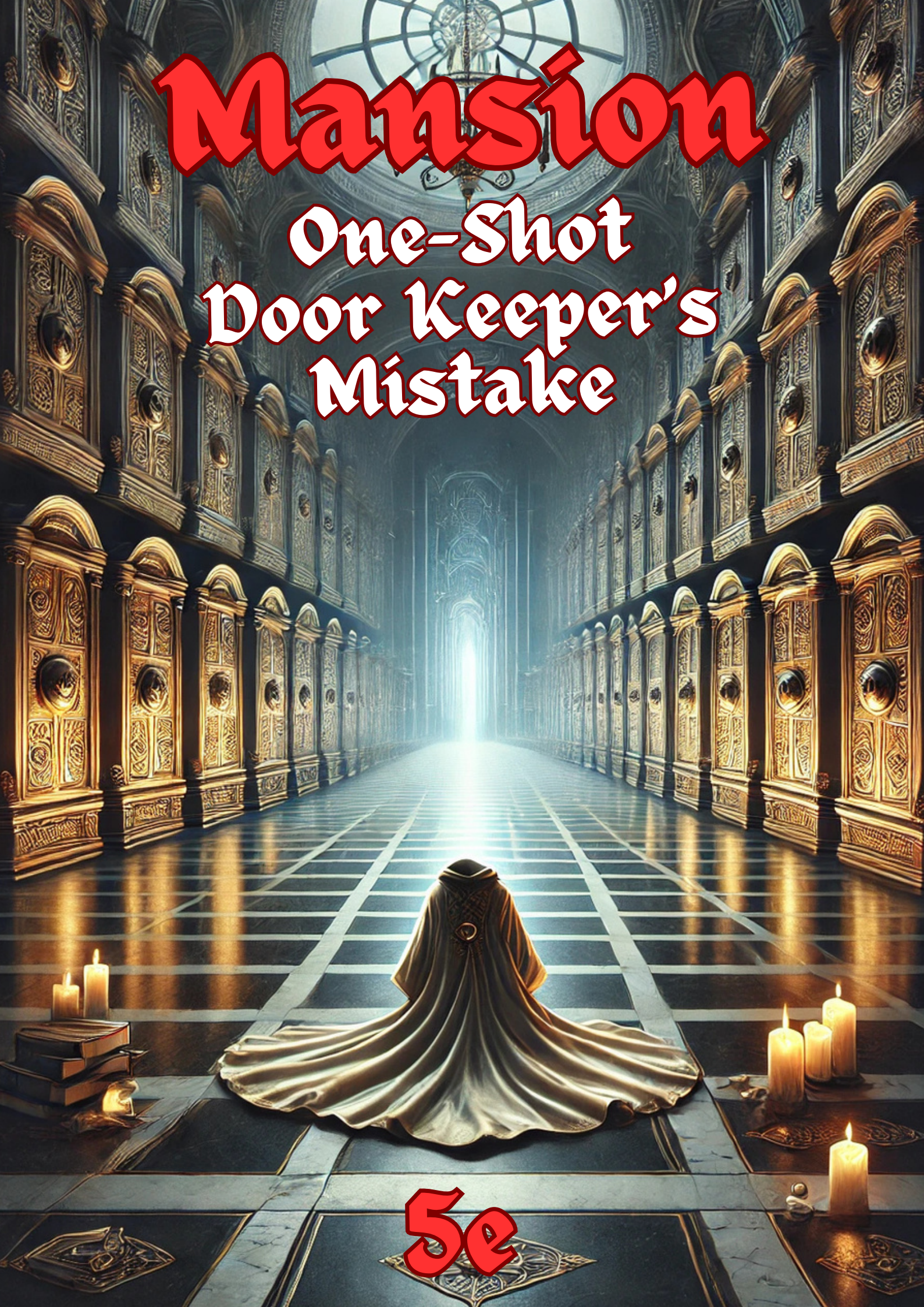


Mansion

One-Shot Door Keeper's Mistake



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

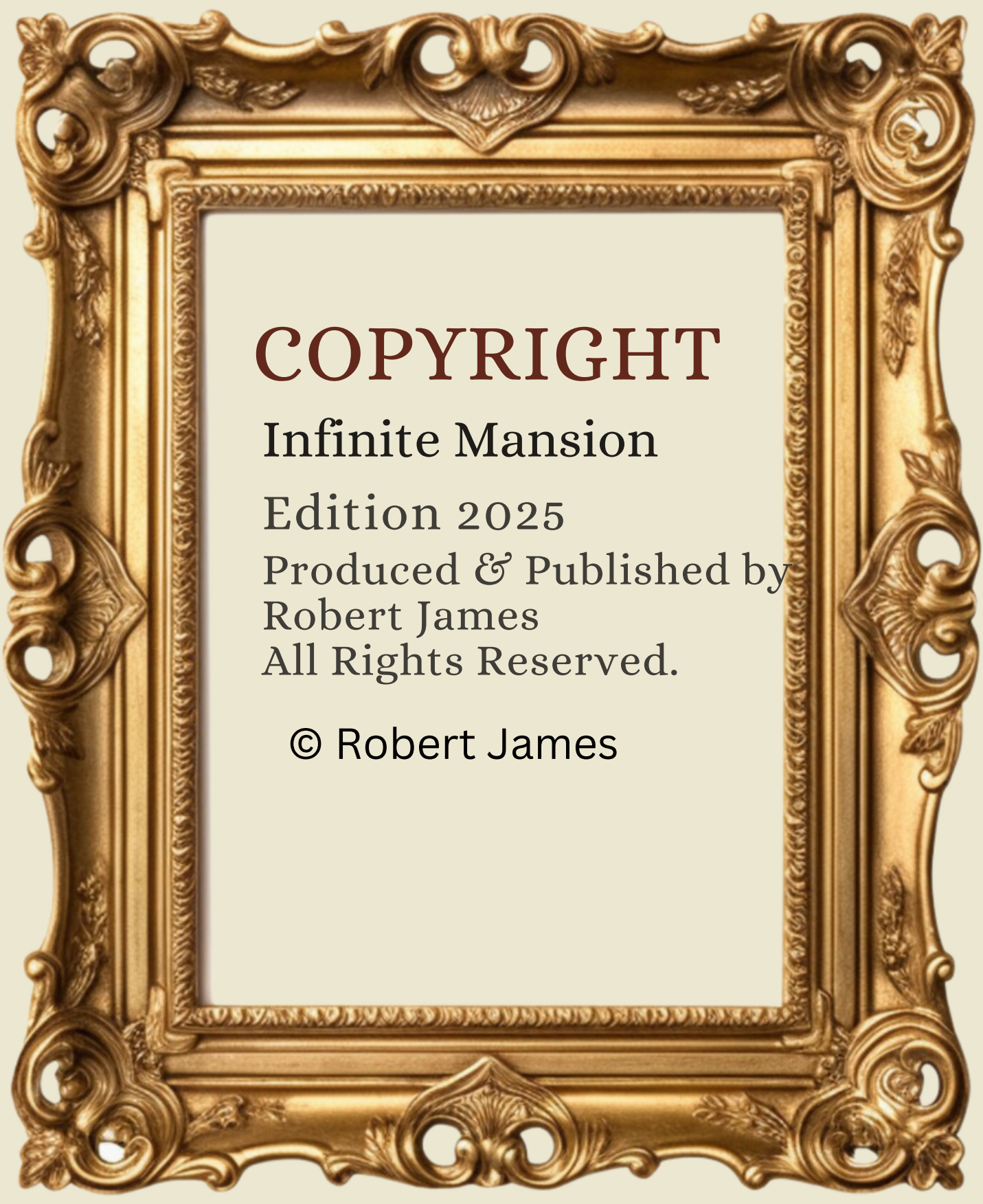


The Inner Circle

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 text. The frame has a double-line border with decorative elements at the corners and midpoints.

COPYRIGHT

Infinite Mansion

Edition 2025

Produced & Published by
Robert James
All Rights Reserved.

© Robert James

THE DOORKEEPER'S MISTAKE

ONE-SHOT ADVENTURE IN THE Infinite Mansion

ADVENTURE OVERVIEW

The players arrive at **the Doorkeeper's Chamber**—the space between all spaces, where doors are judged, chosen, and sealed.

But something is wrong. The Doorkeeper is **missing**, and **something else is stepping through the doors that should have remained shut**.

The players must:

- **Discover what happened to the Doorkeeper.**
- **Confront the things that should not have entered the Mansion.**
- **Decide whether to fix the mistake, flee, or take the Doorkeeper's place.**

This adventure is **designed to be played in a single session (3-4 hours)** and serves as:

- **A standalone one-shot.**
- **A way to introduce players to The Infinite Mansion.**
- **A mystery-driven challenge with exploration, puzzles, and combat.**



ADVENTURE STRUCTURE

 HIS ADVENTURE FOLLOWS A **FOUR-ROOM STRUCTURE**, WITH A FINAL CONFRONTATION THAT determines the outcome.

Room	Purpose	Key Features
1. The Threshold Chamber	Introduces the problem: The Doorkeeper is missing.	A vast, empty space with doors leading nowhere.
2. The Archive of Unopened Doors	Exploration & puzzle-solving: Why was the door opened?	A library where every door that was never meant to exist is cataloged.
3. The Chamber of Broken Locks	Combat encounter: Contain what has escaped.	A room where the doors have shattered, releasing things that never should have been.
4. The Final Choice	Confrontation & resolution.	The players must either restore the Doorkeeper's place, take it, or let chaos spread.

◆ ROOM 1: THE THRESHOLD CHAMBER

📖 SETTING THE SCENE

The Doorkeeper's Chamber is a vast, empty space. The walls are lined with doors, yet none of them lead anywhere. The air hums with an unnatural silence. The Doorkeeper is gone. But their robes lie in the center of the room, empty, folded, waiting.

🎭 KEY DISCOVERIES

- The **Doorkeeper is missing**, but the doors are still **active**.
- There is **one door that is ajar**, barely open, leading into **a place the players cannot see.** Clues to Moving Forward

📖 THE WHISPERING DOOR

The ajar door seems to pull at the air, as if inhaling silently. When approached, a faint ripple distorts its edges, as though it were not entirely part of this world.

- A **successful Intelligence (Investigation) check (DC 13)** reveals that **the door does not fully exist in the present moment—it flickers in and out of time.**
- **Touching the door without speaking causes it to remain locked.**

◆ THE DOORKEEPER'S ROBES HOLD A HIDDEN MESSAGE

Though the robes dissolve into dust when touched, something remains beneath them—a fragment of parchment, brittle and half-erased.

- The parchment contains the following phrase:

"That which is left unspoken cannot be opened."

- **Whispers** echo from beyond, voices speaking in a language no one understands—except, perhaps, one player who hears their own name.

🔑 CLUES & CHALLENGES

- A **successful Intelligence (Arcana) check (DC 15)** reveals that **the open door is not supposed to exist.**
- A **Perception check (DC 12)** lets the players hear a **familiar voice calling from beyond the door—but it belongs to someone who should not be there.**
- The robes of the Doorkeeper **crumble into dust if touched.**



◆ ROOM 2: THE ARCHIVE OF UNOPENED DOORS

THE HALL OF LOST POSSIBILITIES

Rows upon rows of doors stand within this massive archive, yet none of them open. Some are ancient, crumbling; others are pristine, untouched. Each one was never meant to be.

KEY DISCOVERIES

- Each door contains a possibility that was never realized.
- There is one door that has been torn from its frame—something has come through.
- A book on a pedestal is blank, yet its pages turn on their own, recording words that do not exist.

PUZZLE & CLUES

- The book records what was lost when the door was opened, but only in fragments.
- A successful Intelligence (History) check (DC 14) reveals that the book is rewriting itself as players speak near it.
- Whispering into the book causes words to appear—but one player's words vanish as if they were never spoken.

WHAT THE BOOK REVEALS

"It was not meant to enter. The Keeper is gone. The lock is broken. The door was never meant to open."

DM GUIDANCE: SOLVING ROOM 2

◆ ROOM 2: THE ARCHIVE OF UNOPENED DOORS

This room is not a prison, but a record—a library of what was never meant to be. The players must uncover what was lost when the door was torn from its place and determine what they must do next.

UNDERSTANDING THE PUZZLE

- The blank book on the pedestal holds the key to moving forward, but it does not record events in a traditional way.
- The doors around the room are not meant to be opened—they represent paths that were abandoned, erased, or denied.
- The torn door means something entered that should not have, and the players must reveal what was lost in order to move on.

HOW THE PUZZLE WORKS

To uncover the truth of what was lost and proceed to Room 3, players must interact with the book on the pedestal in a meaningful way.

CLUES FOR THE PLAYERS

- A successful Intelligence (History) check (DC 14) reveals that the book is not written by hand, but by memory itself—it records what was never supposed to happen.

- Speaking near the book causes words to appear, but only in fragmented sentences.
- One player's words disappear as if they were never spoken. If they attempt to write something, it vanishes immediately.

HINTS & SOLUTIONS TO MOVING FORWARD

To transition into Room 3, players must identify what was lost when the door was broken and find a way to stabilize the archive.

◆ SOLUTION PATHS

Method 1: Writing the Lost Word

- If a player writes "The Doorkeeper" in the book, the missing passage completes itself, revealing that the Doorkeeper was erased from their post.
- This causes the room to react violently, shifting, the book closing itself. A new door appears—a way forward.

Method 2: Whispering the Right Question

- If a player whispers "What was taken?", the book answers:

"The Keeper. The Lock. The Name."

◆ ROOM 3: THE CHAMBER OF BROKEN LOCKS

📖 THE FIRST COMBAT ENCOUNTER

The air here is heavy. The doors have shattered, broken, their pieces scattered across the floor. But something is moving within the wreckage—things that have stepped through, waiting in the dark.

✂️ COMBAT ENCOUNTER: THE FORGOTTEN THINGS

- **Creatures that should never have entered the Mansion now roam freely.**
- They **do not move normally**—they shift in and out of space, appearing closer than they should be.
- They **do not bleed, but their forms flicker when struck, as if they are only half-real.**

✚ COMBAT MECHANICS

- **Creatures: 2d4 Forgotten Things** (see stat block below).
- Players must **either defeat them or find a way to force them back through the broken door.**
- If players **speak to them**, the creatures **mimic their words in reversed order.**

📖 COMBAT CLUES & TACTICS

- A **successful Intelligence (Arcana) check (DC 14)** reveals that **the Forgotten Things are unstable, existing only partially in this reality.**
- A **Wisdom (Insight) check (DC 13)** allows players to recognize that **they react strangely to spoken words—perhaps their existence depends on language.**
- **Destroying the broken door (AC 12, 20 HP)** causes **all Forgotten Things to be pulled back through, vanishing instantly.**



◆ ROOM 4: THE FINAL CHOICE

📖 THE DOOR THAT SHOULD NEVER HAVE OPENED

Beyond the Chamber of Broken Locks is a final door—massive, intricate, seemingly untouched. Yet its edges fray at the seams, like fabric unraveling.

And in the center of the room, the Doorkeeper stands. Or what is left of them.

👤 THE TRUTH

- The **Doorkeeper** was consumed by the door they were meant to guard.
- The players must **decide what happens next**:
 - Seal the door forever, restoring the Doorkeeper's place.
 - Step through and take their place.
 - Leave it open, allowing the Mansion to rewrite itself.

🎲 THE THREE CHOICES

1 Restore the Doorkeeper – Closing the door requires a **sacrifice**—one player must give up a **memory, name, or something intangible** to complete the seal.

- **Effect:** The Doorkeeper is **restored**, but they **no longer recognize the players**—as if they had never met.

2 Take the Doorkeeper's Place – If a player **steps forward**, they **inherit the Doorkeeper's role**, becoming **bound to the doors** forever.

- **Effect:** They gain knowledge of **every door in the Mansion**, but they **can never leave**.

3 Leave the Door Open – Doing nothing **lets the broken door remain**, allowing the Mansion to **shift unpredictably**.

- **Effect:** The Mansion changes **permanently**—doors lead to places they never did before, and **new entities may arrive**.

📖 THE DOORKEEPER'S FINAL WORDS

If spoken to, the Doorkeeper—what remains of them—will whisper:

"You were not meant to be here."
"I was not meant to leave."
"If the door stays open... what comes next?"



THE FORGOTTEN THINGS

Medium Aberration, Neutral

Armor Class 15

Hit Points 40 (6d8 + 12)

Speed 30 ft., phase shift (see abilities)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

Saving Throws Dex +6, Wis +3

Damage Resistances Psychic, Necrotic, Bludgeoning and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Frightened

Senses Darkvision 60 ft., Passive Perception 11

Languages Understands all languages but speaks only in echoes

Challenge 5 (1,800 XP)

TRAITS

Phase Shift. When the Forgotten Thing takes damage, it can use its reaction to teleport up to 10 feet to an unoccupied space it can see.

Mimicry. The Forgotten Thing can perfectly replicate the voice of any creature it has heard within the last hour. However, it always speaks in reversed order unless commanded otherwise.

Unraveling Form. When reduced to 0 HP, the Forgotten Thing does not die. Instead, it dissolves into an echoing whisper that lingers for 1 minute. If another Forgotten Thing is within 30 feet, it absorbs the whisper and regains 10 hit points.

ACTIONS

Multiattack. The Forgotten Thing makes two Distorted Strike attacks.

Distorted Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 4) psychic damage. If the target fails a **DC 14 Wisdom saving throw**, they experience a brief loss of memory and have disadvantage on their next attack or ability check.

Echo of the Doorkeeper. (Recharge 5-6) The Forgotten Thing targets one creature within 30 feet. The target must make a **DC 15 Wisdom saving throw**. On a failure, the target hears whispers that **force them to question their own identity**, causing them to take **10 (3d6) psychic damage** and suffer **one randomly determined short-term madness effect** for 1 minute (DMG pg. 259).



