

# GLOOMHAVEN

## THE INFINITE BEYOND

Welcome to the third community-driven expedition for Gloomhaven! Over the next 18 weeks, I will be releasing 10 all-new scenarios based on the community's input. The first one is on the following pages, and a new one will come out every two weeks, with extra choices from special events appearing during the off weeks.

This mini campaign is completely separate from the campaign that comes in the Gloomhaven box. This means you can't do anything related to that campaign while playing this campaign. This includes road and city events, donating to the temple, or unlocking pretty much anything. You cannot make progress toward personal quests while undertaking these adventures. In fact, you need to create brand-new level 1 characters to experience this campaign. They can be any of the starting six classes, or any other advanced class you have already unlocked. In addition, you can also try out the new Diviner class from the upcoming *Forgotten Circles* expansion using the accompanying print-and-play file.

Each created character should begin with the regular 30 gold to spend on items. Feel free to purchase any items you have already unlocked. Your level 1 characters will progress normally as you play through the scenarios, gaining experience, loot, and checkmarks from battle goals. They may not necessarily be interacting with a town in between scenarios, but they are always allowed to level up, buy items, or enhance abilities (if that has been unlocked) in between if they have enough experience or money.

All voting on what happens next will be done using polls on Board Game Geek. Participation is highly encouraged! Even if you can't find time to play the scenario, you can still read the adventure and weigh in on what happens next. And also be sure to have fun!

**Requirements:** None

**Goal:** Escape the prison

### Introduction:

You stare at the lines etched into the brick wall with your fraying nails. Slash—slash—slash—slash—cross. Slash—slash—slash—slash—cross. Over and over and over.

As best as you can tell, it has been 117 days since you were thrown into this cramped cell. Not that you have any real concept of days anymore. You sit for hours staring at the wall, then fall asleep, wake up, and make another mark. Over and over and over.

An oppressive blanket of melancholy and dread covers you. There is no indication of where you are, as you never leave the cell. About once per sleep cycle, food is passed through a slot in the door. It is your only interaction with whatever is beyond these cold, constricting walls.

You often find yourself reflecting on what brought you here, but the events are blurry. You were once a mercenary in Gloomhaven—that much is clear. You were investigating something called the Gloom? That feels right, but what happened? You found some ruins or something. You were overwhelmed in combat and then... that's it.

You woke up here to be tormented without end. Perhaps this is what comes after death. All your past deeds caught up to you, punishing you eternally.

And then suddenly, it ends.

That blanket of dread, it dissipates. That cell door, it creaks open. Beyond, you see your jailors, just as confused as you.

You were once a great warrior, though atrophy has lessened your skills considerably. Still, you've dreamt many, many nights about what you would do if that door opened. About how everything in your path would feel your righteous fury.

There can be no hesitation. Anything would be better than staying in this cell for one more second. You will escape this place or die trying.

### Special Rules:

Add three  cards to each character's attack modifier deck as a scenario effect.

Doors  begin the scenario opened. Doors  are locked and cannot be opened until instructed.

If any character is exhausted, the scenario is lost.

### Section Links:

When all three Harrower Infesters in this room are killed, read section 1 on page 2.

When any character ends their turn occupying pressure plate , read section 2 on page 2.



### Layout:



### Maps:

A1a  
A2a  
A3b  
A4b  
E1a

## Planar Prison

### Section 1

#### Vicious Neighbors :

The last of the Harrowers shrieks as its swarm scatters into obsolescence. The immediate threat is eliminated, but something doesn't feel right.

The other doors in the room slowly scrape open. The Harrowers must have been keeping them closed somehow, which means that hopefully they provide some means of—

A massive, ground quaking roar scatters your thoughts.

BEARS? What kind of prison is this?

#### Special Rules :

Open both doors **b**.

The Cave Bears are enemies to you and all other monster types.



Cave Bear



Nest (x2)

### Section 2

#### High Security :

Without any other visible means of escape, you depress the switch on the floor, hoping for the best. You are enveloped in a brilliant flash of light, and then find yourself suddenly transported to completely new surroundings.

Unfortunately, it is still clearly a prison, populated by more Harrower guards, more locked doors, and another switch to press.

#### Special Rules :

Place the character who occupies pressure plate **1** on any hex **c**. Hexes **c** are now considered adjacent to pressure plate **1** for the purposes of movement and monster focus, but not for line of sight. In addition, while figures can move from **1** to **c**, they cannot move from **c** to **1**.

Doors **a** are locked and cannot be opened until instructed.



Harrower Infester



Stone Pillar (x6)

#### Section Links :

When the elite Harrower Infester in this room is killed, read section 3 on page 3.

When any character ends their turn occupying pressure plate **2**, read section 6 on page 3.

#### New Layout :



#### New Maps :

B2b  
B3b  
M1a

### Section 3

#### Defeated Warden :

It is a great catharsis to destroy your captors after so long an incarceration. They are at least partially responsible for the last few months being taken from you. For all the tedium and pain. You visit that pain back upon the imposing Harrower and it eventually falls. Perhaps it holds the key to escaping this place.

#### Special Rules :

Instead of dropping a money token, the elite Harrower killed drops a Goal treasure tile.

#### Section Links :

When this dropped Goal treasure tile is looted, read section 7 on page 4.

### Section 4

#### Defeated Dead :

You hold your breath as you hack away at the dead flesh and eventually the bloated figure relents. It drops to its knees, but the pulsing beneath its skin increases in intensity. A slash in its belly grows wide, spewing out black bile, but behind that, you see a bright light.

You step back as the corpse begins to levitate and the light inside flashes out in all directions, engulfing the awful creature and turning it inside-out. When the light recedes, only a pulsating rift in space remains—a portal to another plane.

#### Special Rules :

Instead of dropping a money token, place a numbered token on the hex in which the elite Living Corpse died. This is the exit. If any character ends their turn occupying this hex, they are removed from the map and can no longer participate in the scenario. Any summons they own are also removed.

#### Section Links :

When all characters have been removed from the map, read section 9 on page 4.

### Section 5

#### Defeated Captive :

Though killing them gives you no joy, these hostile archers cannot be reasoned with. Their deadly bows must be stopped.

When the strong one in back falls, you can only hope her death was not in vain and you can find something useful on her corpse.

#### Special Rules :

Instead of dropping a money token, the elite City Archer killed drops a Goal treasure tile.

#### Section Links :

When this dropped Goal treasure tile is looted, read section 8 on page 4.

### Section 6

#### Prison Riot :

You press the switch, hoping to once again be whisked away, possibly to freedom. Instead, mechanical clicks resonate from opposite ends of the room and both doors swing open, revealing more prisoners.

On one side, a group of humans with crossbows. You don't recognize the insignia on their armor, but it hardly matters. It seems they have the same idea as you, escape at all costs and kill everything in their way.

On the other side, a group of shambling corpses. They appear to have been human once, but a corruption has seeped into their flesh, rendering them savage and mindless. The large one in back seems particularly horrid, it's bulbous frame barely containing its own pulsing mass. It seems somehow... unstable.



City Archer



Living Corpse

#### Special Rules :

Open both doors .

The Living Corpses are enemies to you and all other monster types. The City Archers are enemies to you and all other monster types.

#### Section Links :

When the elite Living Corpse dies, read section 4 above. When the elite City Archer dies, read section 5 above.



### Section 7

#### Unexpected Find :

You sift through the Harrowers rags, but find absolutely nothing of use. You are about to give up in disgust when you realize that the rags themselves seem to have a faint magical quality to them.

#### Special Rules :

The character who looted this treasure tile gains "Flea-Biten Shawl" (Item 105).

### Section 8

#### Expected Find :

You silently check the archer's corpse for valuables. You find a small pouch of coins, and figure that her bow may be of some use as well.

#### Special Rules :

The character who looted this treasure tile gains 10 gold and "Piercing Bow" (Item 009).

### Section 9

#### Conclusion :

Your reality bends and cracks as you fall through an infinite prismatic void. You are untethered from the prison, but you suspect that place was far removed from your own world as well.

Whether you are now travelling farther from or closer to your home is unknown, and terms like "farther" probably mean little out here anyway.

Eventually, you find yourself with solid footing and the bright, flashing colors recede. You stand on a platform of floating rock. Around you are flowing curtains of light colored in muted blues and purples.

In the center of the platform, the air shimmers, beckoning you. Somewhere in the back of your mind, you know this shimmer's purpose. It will guide you on your journey. You just have to decide where you are going. You approach the shimmer, hand outstretched.

#### Rewards :

20 experience each

2 ✓ each