

188 The Other Side of Infinity

Requirements: None

Goal: Survive

Introduction:

Your intent is immediately clear as your hands tense around your weapons. The Keeper of Doors just laughs merrily.

“Oh, so that is how it will be?” he asks. Without hesitation, you raise your hand and release a massive bolt of lightning in his direction.

“I suppose a lesson is in order,” the Keeper continues, unphased by the assault. As he talks, he flicks his wrist and a rift opens up in front of him, swallowing the lightning. Through the endless doors around him, you see the lightning dart back and forth, emerging from one and entering another,

until it is hurtling directly back at you from a rift to your left, and you barely jump out of the way before it strikes the ground at your feet.

In a flash, the Keeper of Doors is in front of you, and with a simple movement of his staff, he pushes you into a newly created portal. You find yourself hurtling backward into a dark abyss.

“I am the one true power in these realms,” a voice booms from all around you. “Defying me will only end in pain.”

As you fall, you see two rifts open up below you. In one, you see many small, red images

flashing back and forth. In the other, you see a single gold image, wreathed in a red light. You could angle yourself to fall through either one.

Section Links:

Immediately make a decision.

If you wish to go through the rift with many red images, read section 1 below.

If you wish to go through the rift with the single gold image, read section 3 below.

Section 1

A Pox Among You:

You lean left, falling into the portal. You find yourself in a strange realm full of monsters, but they appear sickly and weak, you shouldn't have much trouble finishing them off and then figuring out what to do next.

Special Rules:

Set up a random dungeon room as described on page 50 of the rule book. Use no penalties and remove any exits the room has. In addition, all monsters in this room have only 1 hit point.

Section Links:

At the end of the round in which all monsters have been killed, read section 2 to the right.

Section 2

Just the Beginning:

Soon after you achieve your goal, the world evaporates around you, and again you find yourself careening through the infinite void.

“That was just the smallest taste of my power,” the Keeper's voice booms out again. “And my power is infinite. Tell me, how many more of my minions do you think you could kill? Twenty? Five hundred? Ten thousand? Shall we find out, or do you wish to repent?”

Section Links:

Immediately make a decision.

If you wish to ask for forgiveness, read section 4 below.

If you wish to remain silent, read section 5 on page 2.

Section 3

Greed Begets Death:

You lean right, falling into the portal. You find yourself in a strange realm full of dangerous monsters. Your vision blurs, and you once again see the gold image surrounded by red. It imprints on one of the monsters in front of you. That is somehow the key. If you can kill that monster, you should be able to escape this place.

Special Rules:

Set up a random dungeon room as described on page 50 of the rule book. Use no penalties and remove any exits the room has.

Section Links:

At the end of the round in which any single money token left by a killed monster has been looted, read section 2 to the left.

Section 4

Redemption:

You open your mouth to speak, but the Keeper already seems to know your intent.

“So then shall you be redeemed through the flame,” he says. Your direction suddenly shifts, and you are thrown into a new rift, finding yourself once again among a throng of angry monsters.

Special Rules:

Remove the previous map and all figures on it, then set up a new random dungeon room as described on page 50 of the rule book. Use no penalties and remove any exits the room has. Instead of the starting locations being near the entrance, one starting location is the empty hex nearest the “1” icon, one is the empty hex nearest the “2” icon, one is the empty hex nearest the “3” icon, and one is the empty hex nearest the “4” icon. Active summons from the previous room can be placed in empty hexes adjacent to their owner. If there are none, the summon is lost.

All ranged attacks performed by characters and character summons have their range reduced by 2, to a minimum of 1, and all melee attacks performed by characters and character summons have disadvantage.

Section Links:

As soon as all monsters in this room have been killed, read section 7 on page 2.

Section 5

Cast Off the Wicked :

You set your jaw in defiance and remain silent. The Keeper just laughs again in amusement.

“Very well then,” he says. “The unrepentant shall be forsaken.” Your direction suddenly shifts, and you are thrown into a new rift, finding yourself once again among a throng of angry monsters.

Section 6

Fate's Judgment :

You step forward and find yourself once again being propelled into a new plane. Fortunately, you seem to be getting used to the sensation. Another room of monsters awaits.

Special Rules :

Remove the previous map and all figures on it, then set up a new random dungeon room as described on page 50 of the rule book. Use no penalties and remove any exits the room has. Active summons from the previous room can be placed in empty hexes adjacent to their owner. If there are none, the summon is lost.

Each time a “2X” attack modifier card is drawn, the figure that drew it suffers 5 damage. Each time a “no damage” attack modifier card is drawn, the figure that drew it heals 5 damage.

Section Links :

As soon as all monsters in this room have been killed, read section 10 to the right.

Section 11

Loot the Room :

You are grateful for the rest, but it ends too soon. In an instant, you are transported from the empty room to a new realm full of new challenges.

Special Rules :

Remove the previous map and all figures on it, then set up a new random dungeon room as described on page 50 of the rule book, selecting only from the Mangy,

Special Rules :

Remove the previous map and all figures on it, then set up a new random dungeon room as described on page 50 of the rule book. Use no penalties and remove any exits the room has. Instead of the starting locations being near the entrance, one starting location is the empty hex nearest the “1” icon, one is the empty hex nearest the “2” icon, one is the empty hex nearest the “3” icon, and one is the empty hex nearest the “4” icon. Active summons from the previous room can be

Section 7

Reprise :

“Ah, hahaha,” the Keeper laughs. “Very entertaining! It has been a while since I’ve had such fun. Why don’t you rest up a bit, and then we’ll see if we can’t get you out of this playground. Don’t worry, you’ll survive so long as you can handle just a little more.”

Section Links :

At the end of the following round, read section 11 below.

Section 9

Intermission :

“Well, I’d say that I hoped that wasn’t too painful, but I’d be lying,” the Keeper laughs. “The defiance in you! It is so strong. I will have quite the marvelous time burning it out of you. But for now, rest up. We wouldn’t want it to get snuffed out too quickly!”

Section Links :

At the end of the following round, read section 14 on page 3.

Section Links :

As soon as all monsters in this room have been killed, read section 9 below.

Section 8

A Long Road :

“Such fun!” the Keeper muses as you achieve your goal. “Surely you can take a little more, right?”

For a brief moment, you find yourself unhinged from reality. When you return, more challenges await.

Section Links :

If the last thing you looted was a money token, read section 13 on page 3.

If the last thing you looted was a treasure tile, read section 15 on page 3.

Section 10

Find Your Breath :

“Another rest, yes?” the Keeper of Doors asks. “Just one last rollick before I put you out of your misery!”

Section Links :

At the end of the following round, read section 18 on page 3.

Section 12

Split Path :

As you approach the door, you suddenly find that it is two doors. Through one, you see an image of a spinning wheel. Through the other, a skull. You must go through one of them.

Section Links :

Immediately make a decision.

If you go through the spinning wheel door, read section 6 above.

If you go through the skull door, read section 17 on page 3.

Section 13

Dampened Plane :

You find yourself once again being propelled into a new plane, and you seem to be getting used to the sensation. Another room of monsters awaits.

Special Rules :

Remove the previous map and all figures on it, then set up a new random dungeon room as described in section 4.

All figures reduce all attacks by 1 and reduce all moves by 1.

Section Links :

As soon as all monsters in this room have been killed, read section 20 below.

Section 14

Quick Escape :

You are grateful for the rest, but it ends too soon. In an instant, you are transported from the empty room to a new realm full of new challenges.

Special Rules :

Remove the previous map and all figures on it, then set up a new random dungeon room as described on page 50 of the rule book. Use no penalties. Active summons from the previous room can be placed in empty hexes adjacent to their owner. If there are none, the summon is lost.

Section Links :

As soon as the exit door has been opened, read section 12 on page 2.

Section 15

A Dangerous Path :

You find yourself once again being propelled into a new plane, and you seem to be getting used to the sensation. Another room of monsters awaits.

Special Rules :

Remove the previous map and all figures on it, then set up a new random dungeon room as described in section 4.

After everything has been set up, also set up a damage trap in each empty hex.

Section Links :

As soon as all monsters in this room have been killed, read section 20 below.

Section 16

Conclusion A :

As the last of your aggressors is destroyed, you instantly find yourself standing once again before the Keeper of Doors.

"You have done well, godling!" he praises. "I am impressed by your resolve. Come now, you are a worthy power, and deserve rest and reward."

Rewards :

40 gold each

2 ✓ each

Section 19

Conclusion B :

As the last of your aggressors is destroyed, the Keeper's voice once again booms out.

"I grow tired of your childish flailing," he sighs. "The entertainment wanes, so begone from my realm."

In an instant, you are once again hurtling through a black void, and there is no end in sight.

Rewards :

40 experience each

1 ✓ each

Section 17

Death's Door :

You step forward and find yourself once again being propelled into a new plane. Fortunately, you seem to be getting used to the sensation. Another room of monsters awaits.

Special Rules :

Remove the previous map and all figures on it, then set up a new random dungeon room as described on page 50 of the rule book. Use no penalties and remove any exits the room has. Active summons from the previous room can be placed in empty hexes adjacent to their owner. If there are none, the summon is lost.

All figures immediately suffer 3 damage.

Section Links :

As soon as all monsters in this room have been killed, read section 10 on page 2.

Section 20

Find Your Breath :

"Another rest, yes?" the Keeper of Doors asks. "Just one last rollick before I put you out of your misery!"

Section Links :

At the end of the following round, read section 18 to the right.

Section 18

Final Attack :

You take a breath and then wait. Sure enough, you are cast headlong through one more shimmering portal, arriving in yet another room full of murderous intent. You are nearly spent, and hope dearly that the Keeper is being truthful about this being the end of his wrath.

Special Rules :

Remove the previous map and all figures on it, then set up a new random dungeon room as described on page 50 of the rule book, removing the Cave, Encampment, Cabin, and Road room cards from the deck before doing so. Use the major penalty and remove any exits the room has. Active summons from the previous room can be placed in empty hexes adjacent to their owner. If there are none, the summon is lost.

Section Links :

As soon as all monsters in this room have been killed, do one of the following:

If you came here from section 20, read section 16 to the left for the conclusion. If you came here from section 10, read section 19 to the left for the conclusion.