

Bonus Dungeons (Challenge 4-Star Versions)

This supplemental PDF shares PnP previews of some of our Bonus Dungeons and the Escape the Dungeon! game mode.

Pages 2-5 of this PDF contain Card fronts are on even pages, and card backs are on odd pages. Those pages are designed to be printed double-sided, **flipping on the long edge**. Cut lines are provided on all pages.

Bonus Dungeons

These six dungeons are Difficulty 4 versions of the existing Forest of Shadows Dungeons/Bosses. They are intended for veteran players with many campaign sheet checkmarks. They're hard! Good luck :)

Escape The Dungeon!

The “Escape the Dungeon!” game module allows you to risk some of the campaign mode checkmarks you’ve earned at the conclusion of a successful dungeon run. You will face three Escape Challenges, with the opportunity to grab valuable treasure worth bonus campaign checkmarks. A 12-card deck is provided here for testing purposes. A sample card is shown to the right.

Each Escape card has two sets of boxes you’ll choose from - an Escape side that represents just running through, and a Loot side that represents grabbing some treasure on your way out. Harder, but more lucrative!



Rules:

1) Plan Your Route

Flip the top three cards of the Escape Deck face-up, in a line. You may discard and replace an Escape Card by discarding one of your Skills or Potion Tokens, as many times as you want (until you’re out of them!). Each discard represents finding an alternate route out of the dungeon!

2) Assign Dice

Gather your full pool of dice (including items and your encounter bonus) and divide them among the three Escape Cards, in any way you choose. You can leave one or more cards empty, but that’ll guarantee you will fail at those cards!

3) Escape!

Encounter each of the three Escape Cards, in order. For each card, first choose to ESCAPE or LOOT. Then, roll all the dice you placed on that card, and attempt to fill the boxes on the matching side of the card.

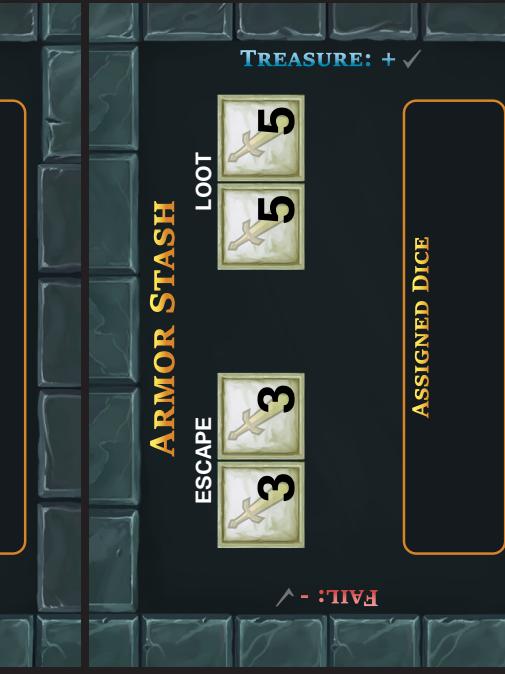
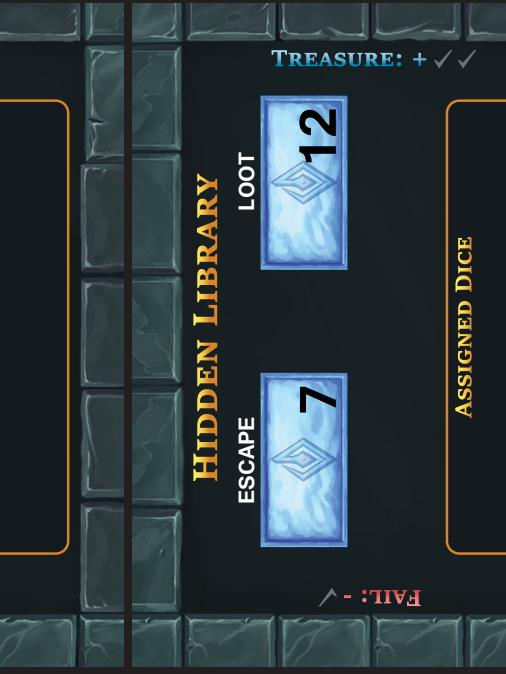
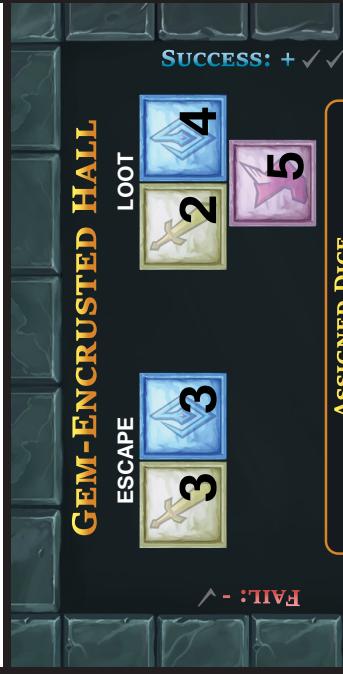
You can’t use your relics, feats, or skills. Instead, you can discard one of your earned items to increase a matching die by 2, or discard a skill to reroll any die.

If you can’t fill in all the boxes, tuck the Failure side of the Escape card under your hero, showing checkmarks lost.

If you succeed at ESCAPE, discard the card. You made it through! If you succeeded at LOOT, tuck the Treasure side of the card under your hero, showing extra checkmarks!

4) Adjust Checkmarks

You have escaped the dungeon! Add or subtract the checkmarks tucked under your hero to the total earned during the game.



THE MUDLANDS

ALL

ALL

ALL

ALL

SLUDGE
Spend  when you gain a skill as loot.

MUD SHELL

DEEP TOXICITY
If you suffer one or more , exile a die from the supply.

 6

FIERY GEYSERS
When you descend, also exile 6 dice from the supply.

 6

 6

SMOLDERING RUINS

ALL

ALL

ALL

 5

 5

 5

 11

LAVA WISPS
When you descend, also exile 6 dice from the supply.

 2

 3

THE VILE ROOTS

ALL

ALL

ALL

ALL

REALM OF VENOM

ALL

ALL

ALL

ALL

TRICKY TOXINS
Spend  for each successful Resist Poison 1 roll.

QUICKSTRIKE

 1

LETHALITY
When leaving this floor, suffer .

 4

DREAD

 9

PHOENIX'S DEN

ALL

ALL

ALL

ALL

TOXIC SAPLING SWARM
Spend  if you place two dice of the same value in a large box.

 4

 11

CRAWLING VINES

 3

CURSED FOG
Subtract 1 from each resist poison roll.

 6

UNWAVERING HEAT
1s and 2s cannot be placed in wide boxes.

 4

 5

PERSISTENCE
dice cannot be placed in boxes with .

 3

 6

 6

PIERCING SCREECH
All 4s rolled are immediately discarded.

 3

 4

 11

 10



GIANT STATUE



TREASURE: + ✓ ✓ ✓



ESCAPE

LOOT

ASSIGNED DICE

HALL OF GEARS



TREASURE: + ✓ ✓



ESCAPE

LOOT

ASSIGNED DICE

SPIKY TREASURE CHEST



TREASURE: + ✓ ✓



ESCAPE

LOOT

ASSIGNED DICE

COPPER TREASURY

TREASURE: + ✓ ✓



LOOT



ESCAPE

FAIL: - ✓



LOOT

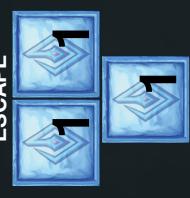
ASSIGNED DICE

CURSED MIRRORWAY

TREASURE: + ✓ ✓

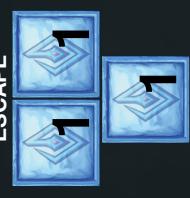


LOOT



ESCAPE

FAIL: - ✓



LOOT

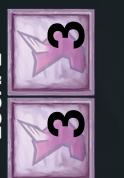
ASSIGNED DICE

GOLD TREASURY

TREASURE: + ✓ ✓ ✓

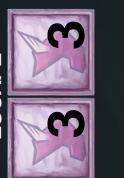


LOOT



ESCAPE

FAIL: - ✓



LOOT

ASSIGNED DICE

RUBBLE-COVERED TROVE

TREASURE: + ✓ ✓ ✓



LOOT



ESCAPE

FAIL: - ✓



LOOT

ASSIGNED DICE

VERY HEAVY PAINTINGS

TREASURE: + ✓ ✓



LOOT



ESCAPE

FAIL: - ✓



LOOT

ASSIGNED DICE

FAIL: - ✓

