

# Escape The Dungeon! Bonus Game Mode

## Bonus Dungeons (Challenge 4-Star Versions)

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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.

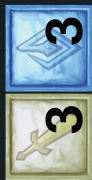
If you succeed at ESCAPE, discard the card. You made it through! If you succeeded at LOOT, tuck the Treasure side of the card under your hero, showing extra checkmarks!

### 4) Adjust Checkmarks

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

## GEM-ENCRUSTED HALL

ESCAPE



LOOT



SUCCESS: + ✓

FAIL: - ✓

ASSIGNED DICE

## HIDDEN LIBRARY

ESCAPE



LOOT



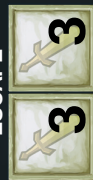
TREASURE: + ✓

FAIL: - ✓

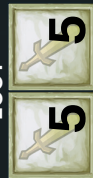
ASSIGNED DICE

## ARMOR STASH

ESCAPE



LOOT

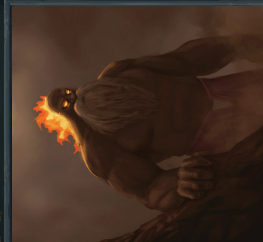


TREASURE: + ✓

FAIL: - ✓

ASSIGNED DICE

FIRE GIANT

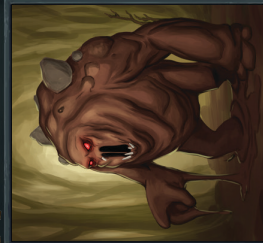


9

Roll dice for only half (rounded up) of each type of stat icon.



MUD GOLEM



15

Exile all dice on this card instead of returning them to the supply each round.



INDRAX



2

Each only deals damage to Indrax once during the fight.



POISON ELEMENTAL



8

Dice with value equal to your poison count cannot be placed or spent for skills/spells.



PHOENIX

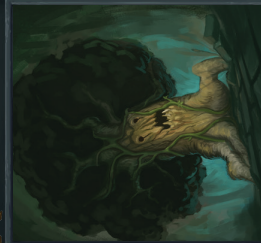


8

Each box must be filled exactly.



CORRUPTED TREE



4

Roll to Resist Poison twice each round. Subtract 2 from each roll.





### THE MUDDLANDS

FLOOR 3	FLOOR 2	FLOOR 1
ALL	ALL	ALL
5 SLUDGE Spend X when you gain a skill as foot.	3 6	5 MUD SHELL
5 DEEP TOXICITY If you suffer one or more , exile a die from the supply.	5	11

### SMOLDERING RUINS

FLOOR 3	FLOOR 2	FLOOR 1
ALL	ALL	ALL
3 FIERY GEYSERS When you descend, reduce your XP level by 1 or exile all items.	6 1	4 LAVA WISPS When you descend, also exile 6 dice from the supply.
6 DELUGE OF EMBERS Heroic dice cannot be placed on this card.	2 3	4 5



### REALM OF VENOM

FLOOR 3	FLOOR 2	FLOOR 1
ALL	ALL	ALL
3 TRICKY TOXINS Spend XXX for each successful Resist Poison roll.	5 1	4 QUICKSTRIKE
5 LETHALITY When leaving this floor, suffer .	4 4	4 4

### LAIR OF INDRAX

FLOOR 3	FLOOR 2	FLOOR 1
ALL	ALL	ALL
5 DREAD	9	5 STITCHED CARAPACE During consequences, for each box not filled exactly, spend X.
6 INSECT SWARM When entering this floor, exile 2 dice of each color.	10	11



### THE VILE ROOTS

FLOOR 3	FLOOR 2	FLOOR 1
ALL	ALL	ALL
4 TOXIC SAPLING SWARM Spend X if you place two dice of the same value in a large box.	5 3	4 CRAWLING VINES
6 CURSED FOG Subtract 1 from each resist poison roll.	3 6	11

### PHOENIX'S DEN

FLOOR 3	FLOOR 2	FLOOR 1
ALL	ALL	ALL
4 UNWAVERING HEAT 1s and 2s cannot be placed in wide boxes.	3 3	5 PERSISTENCE dice cannot be placed in boxes with .
6 PIERCING SCREECH All 4s rolled are immediately discarded.	4 4	3 3



### ENCHANTED GROVE

ESCAPE



LOOT



TREASURE: + ✓ ✓ ✓

FAIL: - ✓

ASSIGNED DICE

### SPIKY TREASURE CHEST

ESCAPE



LOOT



TREASURE: + ✓ ✓ ✓

FAIL: - ✓

ASSIGNED DICE

### HALL OF GEARS

ESCAPE



LOOT



TREASURE: + ✓ ✓ ✓

FAIL: - ✓

ASSIGNED DICE

### CURSED MIRRORWAY

ESCAPE



LOOT



TREASURE: + ✓ ✓ ✓

FAIL: - ✓

ASSIGNED DICE

### VERY HEAVY PAINTINGS

ESCAPE



LOOT



TREASURE: + ✓ ✓ ✓

FAIL: - ✓

ASSIGNED DICE

### RUBBLE-COVERED TROVE

ESCAPE



LOOT



TREASURE: + ✓ ✓ ✓

FAIL: - ✓

ASSIGNED DICE

### GIANT STATUE

ESCAPE



LOOT



TREASURE: + ✓ ✓ ✓

FAIL: - ✓

ASSIGNED DICE

### COPPER TREASURY

ESCAPE



LOOT



TREASURE: + ✓ ✓ ✓

FAIL: - ✓

ASSIGNED DICE

### GOLD TREASURY

ESCAPE



LOOT



TREASURE: + ✓ ✓ ✓

FAIL: - ✓

ASSIGNED DICE



