



Draft Rulebook v1.9

Dropped Too Deep Overview

Prepare to drop deeper!

Dungeon Drop: Dropped Too Deep is an epic expansion for the premier "drop-style" tabletop game. Face new challenges as you and your brave companions dive deeper and deeper into the dungeon. Unspeakable (yet remarkably adorable) denizens have emerged from the depths, but it is whispered that fragments of the great relic are among them. Will you take up your sword once again and meet the horrors that await you?

...it's time to drop deeper into the dungeon!

Components

- 11 Monster cards
- 11 huge Monster cubes
- 6 Race cards
- 6 deluxe Race meeples
- 6 deluxe Race scoring tokens
- 15 Class cards
- 12 Quest cards
- 20 Group Goal cards
- 1 Molten Shield card
- 2 large Molten Shield cubes
- 2 small Armor cubes
- 5 large Forbidden Pillar cubes
- 18 wooden Damage tokens
- 1 Solo Spelunker turn-tracker token
- 4 player aid cards
- 1 rulebook
- **2nd printing upgrade pack:** 15 cards and 2 rulebooks, to replace the cards and rulebook that came in the original gray colored Dungeon Drop box. **HINT:** [Review page 9 in the replacement main rulebook to understand some new game terms.](#)

Card Set Icons

All cards in this expansion are marked with one of two special icons to distinguish them from the base game cards:



Dungeon Drop:
Dropped Too Deep expansion icon



Dungeon Drop:
2nd printing upgrade pack icon

NOTE: If multiple Race cards with the same Initiative number are ever in play at the same time, the Races included in the expansion are considered SLOWER than those from the base game, as indicated by the number on the card set icons. Cards in the original printing of the game that do not have a card set icon are considered the fastest.

Game Setup Changes

Separate cubes by size: You will still separate out cubes by their size at the start of each game, with a few new changes:

Small cubes:

- Include the 2 Armor cubes in the set of small cubes.
- Include the 2 Relic cubes from the base game in the set of small cubes (these were previously exclusive to Solo Spelunker mode, but they will now be used as part of the core game).

Large cubes:

- Include the 2 Molten Shield cubes in the set of large cubes. This means there will now be 38 total cubes in the box available for exploration during the game, rather than 36. There will be 2 cubes remaining in the box at the end of the game.
- Include the 5 Forbidden Pillar cubes in the set of large cubes, and remove the original 5 large Pillar cubes from the game (keep them for spare parts or possible future use, but they will not be used as part of this expansion).

Huge cubes:

- Remove your original Dragon cube from the game (keep it for spare parts or possible future use, but it will not be used as part of this expansion) - you will use the printed Dragon cube provided with this expansion instead.
- Keep all huge monster cubes in their own pile to the side of the table - do not add any of them to the initial set of cubes to be dropped into the Dungeon.

Races, Classes, and Quests: Shuffle the new Races, Classes, and Quests into their respective decks.

Receive your Hero: Each player draws 2 cards from each standard deck (Race, Class, and Quest) and chooses which of each type to keep. Shuffle the unused cards back into their respective decks.

Monster deck and Molten Shield card: Shuffle the deck of Monster cards and place it near the game play area. Place the Molten Shield card next to the Monster deck - this will be used for reference during the game.

Monster card anatomy:



1. **(Top) Monster Name**
2. **(Bottom left) Damage:** The amount of damage this monster does to a Hero when it is collected.
3. **(Bottom center) Dungeon ability:** The special ability this monster performs during each Dungeon step and every time a Forbidden Pillar is used to form a room.
4. **(Bottom right) Bonus:** The scoring or other form of bonus granted for collecting the monster.

NOTE: While the Molten Shield counts a Treasure and not a Monster, its reference card looks similar to the Monster cards due to how it “behaves” in the Dungeon.

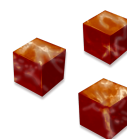
Group Goals: The Group Goal cards are not used for the normal game (see Fearless Fellowship mode later in this rulebook).

Gameplay Changes

Dungeon step: There is a new Dungeon step added to the game round. At the start of each round, the last player in initiative order performs the following steps:

- Draw and reveal a card from the Monster deck, and then drop the associated Monster cube into the dungeon.
- Activate the Dungeon abilities for all Monsters and Treasure in the Dungeon, in the order their cards were revealed (starting with the Molten Shield, if one is currently in the Dungeon). Do not activate abilities for Monsters or Treasure that have already been collected.

Forbidden Pillars: Forbidden Pillars are considered regular Pillars for all normal game purposes (you can use them to form rooms, you cannot collect them, and so on), but they also have one additional effect: If you form a room using any Forbidden Pillars during your Loot step, you must activate the Dungeon abilities for all Monsters and Treasure in the Dungeon as soon as your turn ends.



NOTE: If a game effect refers to Pillars, Forbidden Pillars qualify for that effect. If a game effect refers to Forbidden Pillars specifically, normal Pillars do NOT qualify for that effect.

Damage tokens: This expansion comes with damage tokens that are used to track damage caused by Monsters - you no longer use Monster cubes to track Damage. When you collect a Monster, cover the appropriate number of Health points on your Race card with these Damage tokens, and keep the Monster cubes in a “Kill Pile” to the left of your Race card.

The black heart icon in the bottom left of each Monster card indicates the amount of damage caused when you collect the huge Monster (unless you use a Magic Shield or other ability). When you collect a huge Monster, cover the appropriate number of Health points with Damage tokens, and then take both the Monster cube and the related card and place them in your Kill Pile.

Additional special uses for Damage tokens:

- **Damage tokens in the Dungeon:** Some abilities will instruct you to place Damage tokens in the dungeon. Whenever a room is formed that contains a Damage token, it is collected and immediately applied to the Hero’s health points. **REMINDER:** You can never loot a room that would kill your Hero.
- **Damage tokens on Monster cards:** Some abilities will instruct you to place Damage tokens on a Monster card. Each Damage token on a Monster card reduces its damage output by 1.

Attachment: Some abilities will instruct you to “Attach” another cube. When this happens, the cube to be attached is placed on top of or flat up against the cube in the Dungeon. Attached cubes have these special rules:

- When one cube is collected, all cubes attached to it are also collected, even if some of the cubes might reside fully outside a room being formed.
- When one cube is flicked, all cubes attached to it are able to be flicked in the process.
- When one cube is re-dropped, all cubes attached to it are re-dropped at the same time.
- When one cube is moved, all cubes attached to it are moved and will be placed in a new arrangement of the acting player’s design, so long as they are still attached.
- If there is no room to attach a cube (because there are already too many other attached cubes), it may be attached to another cube in the same group.
- Groups of attached cubes are ignored when activating Dungeon abilities. **EXAMPLE:** When activating the Giant Gelatinous Cube’s Dungeon ability, if the closest Treasure is a Gold cube that’s already attached to the Dragon, it is ignored.

If attached cubes are bumped around by other means, they remain wherever they land, even if this means a previously attached cube is now unattached.

Consumables: Certain Treasure cubes, called Consumables, are collected from the Dungeon as normal and can be “used” once by re-dropping them from your Stash into the Dungeon. Health Potions, Magic Shields, Armor, Molten Shields, and Relics are all considered Consumable Treasure. They are typically used during your Act step, though they may also be used anytime before or following your Act step, if desired. Using one or more Consumables does not replace the use of your Race or Class Ability for the turn. Consumable Treasures are always re-dropped into the dungeon upon use (not “removed from the game,” as the original printing of the game indicated). **NOTE:** It is possible you could re-drop a Consumable during your Act step, and then Loot a room it landed in on the same turn.

Armor: Armor cubes count as Consumables worth 0 points. You may re-drop an Armor cube from your Stash to prevent up to 3 damage from 1 Monster you are collecting. **EXAMPLE:** This can be used to reduce a single Goblin or Troll to 0 damage, or to reduce a huge Monster’s Damage output to 3 less than it would have otherwise caused.

Relics and Level Ups: Relics count as Consumables worth 0 points. Once per turn, you may re-drop a Relic cube from your Stash to “level up” your Hero. To level up, draw a Class card from the deck, use its ability immediately (optional), and then add it to your Hero. This new Class card works just like the one you received at the start of the game - it offers you one additional ability choice to activate during your Act step each turn.

Note: While you may only re-drop 1 Relic per turn, it is possible to level up more than once per turn using some Race and Class abilities. There is no limit to how many times a Hero can level-up.



Molten Shields: Molten Shields count as Consumables worth 0 points. While in the Dungeon, Molten Shields have a special Dungeon ability that cause them to attach to the closest small or large Monster. While a Molten Shield is attached to a Monster, that Monster does double Damage when you collect it.

While in your Stash, Molten Shields count as a normal Magic Shield - you can re-drop a Molten Shield from your Stash to ignore Damage from 1 Monster you are collecting, and then it will re-attach itself to a new Monster the next time Dungeon abilities are triggered.

Scoring Changes

Add any scoring bonus displayed in the bottom right panel of each Monster card you collected during the game to your final score.

FAQ

If I use the Dwarf's ability to count a large Gold as a Pillar, does it now count as a Forbidden Pillar? [No. Even though the only large Pillars in the game are now Forbidden Pillars, the Dwarf's ability still just "creates" a normal large Pillar.](#)

How does the Prince's Prize Quest work with huge Monster scoring for Monsters such as the Evil Eye? [In the case of the Evil Eye, no score is given and therefore no score is doubled. In the case of the Arch Lich, there is a score \(points for each clear Gem\), so that total is doubled. In the case of the Dragon, the indicated 4 points would be doubled to 8, but no extra bonus is given for any gold the Dragon may have been hoarding.](#)

Fearless Fellowship Mode Overview

Introduction

<story>

Overview

Fearless Fellowship is a completely cooperative game mode. You will work with other players to complete Group Goals, which replace the hidden Quests from the base game. This game mode uses everything else included in this expansion, including huge Monsters, Forbidden Pillars, Armor, Molten Shields, and the new Relic rules.

The group of Heroes wins the game immediately when a specified number of Group Goals have been completed successfully. The group of Heroes loses if they fail to complete the specified number of Group Goals by the end of the 3rd round.

Game Setup Changes

Follow the normal game setup rules (including modified rules outlined above in this rulebook), with the following exceptions:

- **Quests:** The personal Quest cards are not used in this game mode.
- **Meeples:** Add the 4 standard Hero meeples to the starting dungeon (drop them with the set of small cubes). These represent trapped Heroes that can be rescued during the game.
- **Choose difficulty:** Decide amongst the group what difficulty level you would like to play the game at - Novice, Heroic, or Epic.
- **Group Goals:** Shuffle the deck of Group Goals. Consulting the chart below, count out the number of Group Goals required to win, based on your player count and chosen difficulty level - this forms the Group Goal deck for the game (the remainder of Group Goal cards are removed from the game and will not be used). Randomly draw 3 of those cards (4 for the blue highlighted cells) and place them face-up on the side of the table for all players to see.



Number of players	Novice difficulty	Epic difficulty	Heroic difficulty	Legendary difficulty
2 players	4 goals to win	5 goals to win	6 goals to win	7 goals to win
3 players	6 goals to win	8 goals to win	9 goals to win	11 goals to win
4 players	8 goals to win	10 goals to win	12 goals to win	14 goals to win

Gameplay Changes

Turn order: Heroes take their turns in order according to their Race's Initiative each round. There is no need to count each Hero's Weight in between rounds.

Group Goals: At any point during your turn you may complete a revealed Group Goal for which the criteria is met or exceeded (place it a central completed pile to the side). You keep all components that are used to satisfy a goal (they are not discarded or re-dropped). Any number of Group Goals may be completed in one turn. At the end of your turn, draw new Group Goals from the deck to replace the ones that were completed (the deck will be depleted once the final available goals have been revealed).



Most Group Goals have 2 different sets of criteria available to satisfy - only 1 of these sets needs to be satisfied in order to complete the goal. The different sets of criteria work as follows:

- **Form a room containing X:** The left part of most Group Goals indicates the minimum set of cubes and/or meeples that must be contained within the room you are forming.
- **Have X in a Stash:** The right part of most Group Goals indicates the minimum set of cubes and/or meeples that must be in ANY single player's Stash or Kill Pile.

Some Group Goals have only 1 set of criteria, and some have neither. In the case where neither set is present, the card will explain the exact criteria required to satisfy the goal.

Fellowship actions: You may sacrifice your Act and/or Loot step to perform one of the following Fellowship actions. You may also perform one of these actions each time you rescue a meeple in the dungeon (see below):

- **Insight:** Draw and reveal a new Group Goal card from those that were removed from the game during setup - swap it for one of the existing revealed Group Goals.
- **Trade:** Swap 1 Treasure cube with another player. You must give and receive exactly 1 cube.
- **Rally:** Flick 1 Hero meeple.

Rescuing Meeples: Hero meeples that are in a room being Looted are "rescued." Collect and place rescued meeples in your Stash, and you may immediately perform any 1 Fellowship action (see above).

Winning or Losing

You win the game immediately when the last Group Goal has been completed successfully. You lose if you fail to complete all Group Goals by the end of the 3rd round.

Huge Monsters reference

Evil Eye's Collect Bonus: The Evil Eye has a special "Collect" bonus shown in its bottom right panel, rather than a Scoring bonus. When you collect the Evil Eye, immediately collect 5 Treasure cubes from the Evil Eye card, and then re-drop the remaining cubes.

Chaos Cube FAQ:

- Can I choose to swap a Class card that is face-down due to Cubethulu? Yes.
- Do Class cards that are face-down due to Cubethulu count towards the Chaos Cube scoring bonus? Yes. Also true for the Arcanist's Adventure Quest.
- If I get a new Class card after I collected Chaos Cube, does my final scoring bonus increase? Yes.

A note on "Modes" and "Mini-Expansions"

As of this expansion, there are five special game modes available (Heroic Teamwork, Solo Spelunker, Fearless Fellowship, Sinister Spells, and Wicked Wizard). Except where explicitly stated otherwise, each of these modes are independent from and not compatible with one another.

As of this expansion, there are seven mini-expansions available (Skeleton Skulls, Shiny Purple Cubes, Gelatinous Cubes, Trials & Tools, and 2 Limited Promo Packs). Except where explicitly stated otherwise, each of these mini-expansions are completely compatible with one another and with all special game modes.

