



Draft Rulebook v1.4

Wizards & Spells Intro & Overview

<COMPELLING STORY>

This expansion includes two new modules intended to allow Dungeon Drop to be played with up to 5 players. Sinister Spells is a competitive game mode supporting 2 to 5 players, whereas Wicked Wizard is a “one vs. many” game mode supporting 3 to 5 players. Both modes require the base Dungeon Drop game and the Dropped Too Deep expansion in order to play.

Components

- 5 Sinister Spells cards
- 1 Wicked Wizard card
- 1 standard player aid card from Dropped Too Deep (TBD)
- 9 Spell cubes
- 1 purple meeple
- 1 purple scoring token
- 1 5th player turn order marker
- 1 cloth bag (printing TBD)

Sinister Spells mode (2 to 5 players)

Overview

This competitive game mode allows all players to utilize the new Spell cubes against one another. Drop a cube into the dungeon on another player's turn to petrify one of their abilities, syphon their life, or open an infernal gate allowing an EXTRA huge monster to emerge!

Game Setup Changes

- **HINT:** We recommend you use the Heroic Teamwork mode from the base game rulebook when playing Sinister Spells, especially at higher player counts - the two game modes are designed to work together.
- Each player takes one of the Sinister Spells reference cards. You will not use the Wicked Wizard reference card in this game mode.
- Add Spell cubes:
 - **5 players:** Add the 9 Spell cubes to the game box with the other large cubes.
 - **2 to 4 players:** Place the 9 Spell cubes in the cloth bag - each player draws 1 random Spell cube to add to their Stash. The remainder of Spell cubes will not be used for this game.
- Use the 5th player turn-order marker, purple meeple, and purple scoring token as per normal rules.

Gameplay Changes (assumes using Heroic Teamwork mode)

- **5 players:** Each Hero draws 3 cubes from the box during their Explore step.
- On each of the other players' turns, in addition to placing your meeple in the Dungeon, you may re-drop a Spell cube from your Stash and shout its name at any time before the active player forms their room (the moment the active player places their own meeple in the Dungeon to identify the room they are forming).
- As soon as a Spell is cast in this way, the game pauses and the Spell effect is resolved (refer to the reference card for individual Spell effects).
- **NOTE:** Multiple Spells may be cast on the same turn, even by the same player, but they must be resolved one at a time, in order.
- Other Spell cube rules:
 - Spell cubes are not considered Treasure - they are Spells.
 - Spell cubes can be collected and placed near your Stash, but they do not add to your Hero's weight.
 - Spell cubes score 0 points at the end of the game.

Wicked Wizard mode (3 to 5 players)

Overview

This game mode introduces the concept of "one vs. many" to Dungeon Drop. One player takes on the role of the Wicked Wizard, wielding their devious spells in hopes to keep the locations of their Sinister Spellbooks hidden and maintain their dark grip on the dungeon. Meanwhile, the group of heroes works together to find the hidden locations of the Sinister Spellbooks and gain the knowledge necessary to banish the Wicked Wizard from the realm!

Game Setup Changes

Determine which player will play as the Wicked Wizard. The rest of the players will play as Heroes.

Wicked Wizard player:

- Take the Wicked Wizard reference card. The Sinister Spells reference cards will not be used for this game.
- **Spell Bag:** Take and place the 9 Spell cubes in the cloth bag.
- **Sinister Spellbook Locations:** Draw a number of Group Goal cards equal to 1 more than the number of Hero players and place them face-up in front of you - these cards represent the locations of the Sinister Spellbooks that the Heroes need to find.
- **Last Stand:** Secretly draw 2 more Group Goal cards and choose 1 to place face-down to the right of the face-up Group Goal cards - this card represents the secret location for the Last Stand. The remainder of Group Goal cards are removed from the game and will not be used.
- **Spell Pool:** Draw a number of Spell cubes from the Spell bag equal to the number of Group Goal cards in front of you, both face-up and face-down. This is your Spell Pool.

Hero players:

- **Receive your Hero:** Hero players receive their Hero as outlined in the Dropped Too Deep expansion rules, except that they do not draw Quest cards.
- **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.



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.

Wicked Wizard turn: The Wicked Wizard takes a "turn" immediately following each Hero's Explore step (before they proceed with their Act step), as follows:

- Choose a Spell in your Spell Pool to activate. Resolve its effect as described on the Wicked Wizard reference card.
- Discard the used Spell cube to a Spent Spells pile near the Spell Bag. **NOTE:** Some Spell effects may require that the cube remain in play for a certain amount of time. After that time has elapsed, then move it to your Spent Spells pile.
- Draw a new Spell cube from the Spell Bag. If there are no Spell cubes remaining in the bag, place all Spells from the Spent Spells pile in the bag, and then draw.
- Then the active player proceeds to their Hero's Act step.

Group Goals: Heroes can complete the Group Goals in front of the Wicked Wizard exactly as outlined in the Dropped Too Deep expansion rules for Fearless Fellowship mode. When one of the Group Goals is completed, the card is discarded and the Wicked Wizard must immediately move one of the Spells in their Spell Pool to their Spent Spells pile (reducing the size of their Spell Pool by 1).

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. **EXCEPTION:** This cannot be done for the Last Stand goal card.
- **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).

Last Stand: If the last face-up Group Goal is completed before the end of the 3rd round, the Last Stand battle commences, as follows:

- Reveal the final face-down Group Goal card.
- The Wicked Wizard player draws Spell cubes from the bag until they have a number of Spells in their Spell Pool equal to the number of Hero players in the game.
- Heroes continue to take their turns through the end of round 3, attempting to complete the newly available Group Goal. The Wicked Wizard takes their turn after each Explore phase, as normal.
- After round 3, the Heroes take 1 final turn each, in any order of their choosing, ignoring the Explore step. Therefore, the Wicked Wizard takes their turn at the very start of each Hero's turn.

Winning

- **Wicked Win:** If the Heroes are unable to complete all the face-up Group Goals before the end of round 3, the Wicked Wizard has successfully defended the Dungeon.
- **Vow of Vengeance:** If the Heroes complete all the face-up Group Goals, but are unable to complete the final Group Goal, the Wicked Wizard escapes. The game is a draw.
- **Last Stand:** If the Heroes complete the final Group Goal during their final turn, they oust the Wicked Wizard from the Dungeon and expunge him from the realm for good!