Dungeonology
the expedition

DUNGEONOLOGY: THE EXPEDITION

Welcome to Rocca Civetta, a charming town in the Italian hinterland, which hosts one of the most bizarre universities that the human mind has ever conceived.

In fact, this university hosts the chair of Dungeonology, which deals with the study of environments and organization of different cultures, especially the most atypical and strange... almost Mythical!

Recently this faculty lost its professor and the rector is looking for a valid substitute.

You are the ideal candidates for this job.

Set in the Renaissance world of Nova Aetas, Dungeonology will lead you to the discovery of different civilizations, in order to learn their uses and customs. But be careful: the locals will not always be happy with your intrusion.

The aim of the game is to guide the scholar in the exploration of a dungeon, gathering as much information as possible about the people who live there. All information will give points to the scholar, who will try to get to the end of the exploration by having a higher number of points from gathered information than his opponents, hoping to successfully submit their thesis on the studied race.

CREDITS

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CONTENTS

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The base game is supplied with one civilization and Boss with multiple Clans. Future Expansions will add more civilizations (and Bosses).

GAME COMPONENTS

1 Scholar Models *(4)*
2 Laetus Boss Model
3 Boss Card
4 Campus Tile, Panic Cards *(3)*
   Alert Cards *(3)*, Clan Cards *(3)*
5 University Bag
6 Students Models *(40 normal and 5 infamous)*
7 Information Cubes *(64)*
8 Zone Tiles *(19)*
9 Trick Cards *(100)*
10 Randomizer Cards *(16)*
11 Jinx Cards *(15)*
12 Intern Cards *(10)*
13 Note Boards *(4)*
   Scholar Cards *(4)*
14 Tokens *(36)*

THE GAME... BRIEFLY

This section provides a useful summary of the game, but if you prefer, you can skip directly to Game Setup on page 8

In *Dungeonology: the Expedition*, players will be *Scholars* **(1)**, invited by the Dean of the University of Rocca Civetta to join a difficult challenge: submitting the best thesis on a mysterious race that lives in a remote dungeon.

In order to succeed and beat their opponents, *Scholars* must collect *Information Cubes* **(2)** which represent the secrets of the race chosen as the object of study.
The Scholar will find the Information Cubes in the *Zones* of the Dungeon, represented by tiles with appropriate accommodations **(3)** for the cubes.

To collect an Information Cube, a Scholar needs to generate a *Stealth Value* by discarding *Trick Cards* and adding up the *Bonus Values* (blue numbers) shown at the top left **(4)**.
If the *Stealth Value* obtained is equal to or higher than the *Alert Value* (red numbers) of the *Zone* **(5)**, the Scholar may collect one (or more) Information Cube/s.

But the Alert Value is not the only peril hidden in the Zones!
In fact, they contain some *Zone Effects* **(6)** that could either help or sabotage Scholars; anyway, the most dangerous effect of the Zones is the *Boss Zone Effect* **(7)**: when a Scholar enters a Zone with this Zone Effect, he/she will activate the terrible *Boss* **(8)** of the dungeon, who will immediately chase the explorers!
Once an Information Cube is collected, the Scholar will place it on his/her *Note Board* **(9)**, in the lower part of the column with the same color of the Information Cube collected. The first number which stays visible above the Information Cube **(10)** indicates *the points scored by the Scholar (in this case, +2).*

Scholars can play *Trick Cards* to hinder opponents or ease their exploration. In so doing, they will use *Main Effects* **(11)** and *Auxiliary Effects* **(12)**, using one of them in place of the Bonus Value.

During the match, due to various effects of the game, it will be necessary to determine some random results of the events. To do this, the Scholar will use the *Randomizer Deck* **(13)**, from which they will draw a card to decide the result of a random event whenever the game asks to *"Randomize!"*

Scholars will be accompanied by **Students (14)**, sent by the University to support their mission.

Many effects of the game require the **Sacrifice** of Students, while other Students will be put in the bag that represents the **University (16)**, and will be drawn due to various effects of the game (mainly Main Effects of Trick Cards).

In the **Campus (17)** outside the Dungeon, Scholars will find elements of the game necessary for the exploration.

In the **Bonfire** area **(18)** during the game new Students will arrive, ready to help the expedition; they will be placed at the Bonfire when an effect will force Scholars to draw them from the University (i.e. the bag).

Some effects of the game will allow the Scholar to retrieve Students from the Bonfire in the Campus; they can do this only if there are actually Students in it.

An **Alert Card (19)** will be placed on the Campus indicating the initial setup of the University (i.e. the bag), and how to fill it every time an **Infamous Student** is drawn from it **(20)**; these evil **Omega Brotherhood** students will try to hinder the Scholar in every way during the game. As they are drawn, Infamous Students will occupy the **Alert Card** slots making the exploration more difficult, scaring all the other Students that will flee (all gray Students currently at the Bonfire and drawn with the Infamous Student go to the Reserve). The Scholars who personally draw these troublesome enemies from the University will also suffer the effects of a **Jinx Card (21)**, a true curse for skilled explorers!

A **Panic Card (22)** will be placed under the Alert Card. When an Infamous Student is placed on it (because there are no more slots available on the Alert Card), it will be revealed. When this happens, the inhabitants of the Dungeon begin to actively move to chase the Scholars away from their domain, bringing the game to an end in a few turns.

Finally, the Campus hosts a covered *Clan Card* **(23)**, selected randomly and secretly from those available.

This card contains the identity of the clan on which the Scholar must write their thesis. Each Clan Card *modifies the value of each individual Information Cube* **(24)**, making it difficult for those who have not seen this information yet to understand how many points they have actually scored.

The Clan Card also contains the amount of *Points* **(25)** required for each Scholar to *Submit their Thesis*. When submitting their thesis, a scholar must have at least the value indicated in this section of the Clan card. They must add all the visible points on the columns of their Note Sheet and modify them according to the Clan Card modifications **(24)**.

On the Note Board, next to the Thesis icon, *2 Stars* are shown **(26)**. This indicator reminds players that a Scholar, regardless of the points scored, may not Submit their Thesis if he/she has not reached at least 2 Stars by collecting Information Cubes on his/her *Note Board* **(27)**.

Reaching the Stars can be dangerous for a Scholar! In fact, when it happens, all those who have fewer stars become *Exalted* **(28)**, flipping their Scholar Card. The exalted characters remain in this state as long as they have fewer Stars than the one(s) who currently own(s) the largest number of Stars, and can exploit their new and terrible skills to catch up. Therefore, the Scholar with more stars than anyone else (or all those tied for first place) use their non-Exalted skills.

A game of Dungeonology - the Expedition may end due to various events, such as a Scholar submitting their Thesis, or players drawing too many Infamous Students.

At the end of the game, the points (modified by the Clan Card) are calculated, and the new Dungeonology Professor is elected!

VINCENZO
THE NOVICE

INSPIRED SERMON
Discard a Magic Trick Card: gain Students equal to the Stealth Bonus the discarded card.

DIVINE INTERVENTION
Take 1 Exhaustion token (you cann avoid this effect by sacrifing a Studer

REPENT!

REBECCA
THE APPRENTICE

MAGIC SIGHT
ACTION – Discard Magic Trick C
From the Zone you are located,
number of Information Cubes eq
sum of the Bonus Values of the
cards.

ULTIMATE SEARC
Discard a Stealth Trick
Reveal 5 Trick Cards from the d

VALERIO
THE SQUIRE

HEROIC HEADBUTT
Take 1 Exhaustion token to target a Scholar
in your Zone not targeted by this skill durir
this turn; then choose one:
• The Scholar Randomize to drops
an Information Cube, collect that
Information Cube.
The Scholar discards a random Trick Ca
ake that Trick Car

SECOND WIND
END PHASE:

SOFIA
THE SCUM

ROGUE
When you use the ESPIONAGE Action:
• Don't spend a Student.
The other Scholar's Students don't raise
the Alert Value of your target.
• After you have declared your
Value, make

To start playing Dungeonology, follow the steps in the order indicated:

1. Each player takes a **Note Board (A)**, and sets his/her Study Modifier to 0 **(B)**.
   Each player picks (or randomly draws) the **Scholar Card (C)** that he/she will use during the game, placing it on his/her Note Board showing the standard face.
2. Each player draws from the Reserve **(T)** the number of **Students (D)** indicated on his/her Scholar Card.
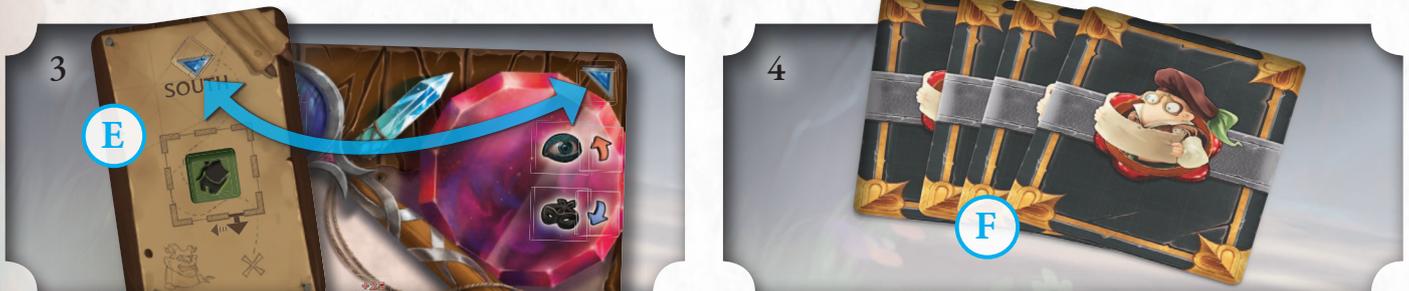
3. Shuffle the **Randomizer Deck (E)** and pick a card to to choose the **first player** matching the triangle color on the Note Board. the order of play is determined clockwise from him/her.
4. Shuffle the **Trick Cards (F)** deck and place them on the table so that they are easily accessible to all players.
   Each player draws a number of Trick Cards based on their turn:
   First Player: 1 Trick Card / **Second Player**: 2 Trick Cards / **Third Player**: 3 Trick Cards / **Fourth Player**: 4 Trick Cards.

5. Place the **Campus** board **(G)** on one side of the table.
6. Randomly select, without revealing it, a **Panic card (H)**;
   place the covered card on the Campus board. Place the others in Reserve **(T)**.
7. Players choose (or randomly select) an **Alert Card (I)**, and place it face up on top of the Panic Card.
8. Without revealing it, randomly select a **Clan Card (J)**, and place it on the Campus board.

9

K **L** **M**

10

QUARRELSOME LAETUS

N

SIGHTING
Laetus appears in the Zone where the Boss ... and activates Encounter.

9. Shuffle the **Intern Deck (K)**, the **Jinx Deck (L)** and the **Randomizer Deck (M)**.
10. Boss cards have two profiles (one on each side of their card). Players choose (or randomly select) which side of the Boss card to use for this game **(N)**, which helps set the difficulty, along with the chosen Alert Card.

11

O ENCAMPMENT

12

P **Q** **R**
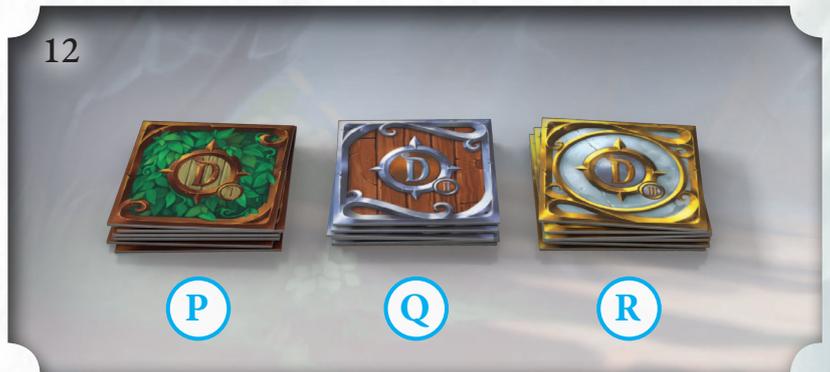
11. Place the **Starting Tile (O)** (Encampment) face up on the table (near the center); each player places his/her model on it.
12. Create the three **Zone Piles** by shuffling the Zones divided by Floor: I **(P)**, II **(Q)** and III **(R)**.

13

S
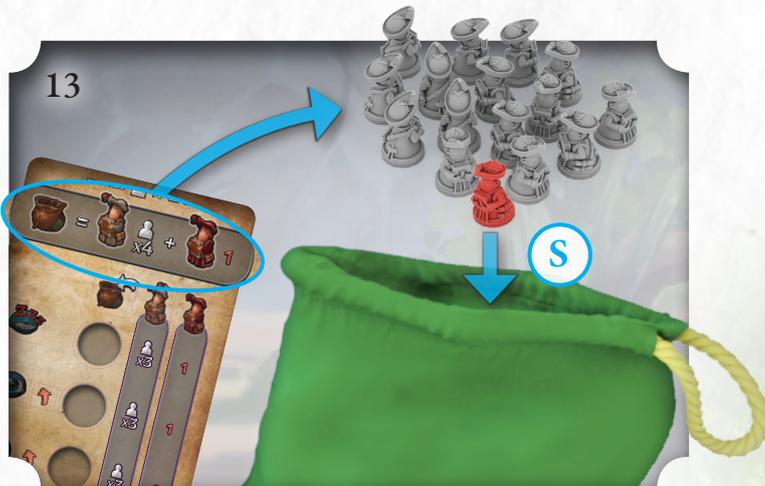
13. Place in the **University Bag (S)** the number of Students indicated on the Alert Card (in the example: 4 times the number of players in the game). The number of Infamous Students to place in the bag is also indicated.

14. **The first player plays his/her turn** (see page 14) but before you begin, you need some information about Scholars, the Note board and Trick Cards.

T RESERVE

All the materials not in play are in the Reserve.
Some effects of the game can refer to them, for example, indicating "to remove a component (cards, Cubes, Student, etc...) from the game and put it in the Reserve."

Dungeonology players are represented by a **Scholar**. The characteristics and skills of each are shown on the Scholar Card.

They travel with his/her trustworthy **Note Board**, on which they collect the information they need to submit their thesis and win the challenge of Rocca Civetta!

VALERIO
The Squire

HEADBUTT

Take 1 Exhaustion token (you cannot avoid this effect by sacrificing a Student) to target a Scholar in your Zone not targeted by this skill during this turn; then choose one:
• The Scholar Randomize to drop an Information Cube.
• The Scholar discards a random Trick Card, take that Trick Card.

4	4	4	2		

10					
9	**+26**				
8	+14	**+25**			
7	+12		**+24**		
6	+10	+15		**+23**	
5	+8	+12	+16		
4	+6	+9	+12	+15	**+14**
3	+4	+6	+8	+10	
2	+2	+3	+4	+5	+6
1	0	0	0	0	0

2	3	4	5	6

EXALTED!

When a Scholar obtains a Star on the Note Board, **all Scholars having less Stars than him/her become Exalted.** Their Scholar Cards are flipped and their players use the new values and skills displayed on them.

The exalted characters remain in this state as long as they have fewer Stars than the one(s) who currently own(s) the largest number of Stars.

VINCENZO

A **Gender of the Scholar**

B **Name and Title:** name and occupation of the Scholar, which represents what he/she does in life and justifies his/her Features and Skills.

C **Skills:** each Scholar has some skills which can affect the game in his/her favor.

D **Students Value:** this indicates the number of Students taken from the Campus Bonfire (if available), at the start of the game and when the Scholar performs the Rest Phase.

E **Hand Value:** this indicates the number of Trick Cards that the player must hold by drawing from the deck during each End of Turn Phase.

F **Speed:** this value represents the number of Zones that the Scholar can travel through during his/her turn.

G **Study:** this indicates the maximum number of Information Cubes that the Scholar can try to collect during his/her turn by performing the *Study* Action.

H **Stealth Combo:** a Scholar with this combo of Information Cubes, gets a **Study bonus**.

I **Knowledge Combo:** when a Scholar has this combo of Information Cubes, he/she gets one **Knowledge Token**, to be placed on the **Knowledge Slot (J).**
Scholars with this token can freely spy on (examine) the Clan Card, being careful not to reveal it to their opponents!
Once obtained, the token cannot be lost for the rest of the game.

Thesis icon.

K **Table of Information Cubes:** the column slots of this area of the Board are used to place the Information Cubes collected by the Scholar during his/her exploration. In addition, the "temporary" points that the Information Cubes grant are also indicated. Below each column, the individual value of each Information Cube is shown; this value is the one to be considered for the espionage actions (see page 21).

Information Cubes placed on your Note Board also allows the Scholars to obtain the **Stars** necessary to submit their Thesis as well as gaining **Study Bonuses** (shown to the left of each column); this happens whenever a Cube reaches the icon, by covering the number on the same line.

L **Player's Color:** this colored corner is used to identify a particular player during the game. For example, if an effect has consequences on the "red" player, the player with the red corner on his/her Note Board will be affected.

M **Study Modifier:** this numbered wheel is set to zero at the beginning of the game and can be turned to blue or red numbers. These will modify the Scholar's Study tests during the exploration.

Study Penalty: this indicates to turn the Study Modifier one step towards the red numbers.

Study Bonus: this indicates to turn the Study Modifier one step towards the blue numbers.

Alert: this indicates the Alert Value of a Zone or some modifiers to be added to it.

Stealth: this indicates some modifiers to be added to the Scholar's Stealth Value.

TRICK CARDS

Trick Cards represent game actions and skills that Scholars can use.

Each card can have up to three different effects; the Scholar can activate **one** of them, then the card is discarded. The effects are:

1. **Bonus Value**: this is used to generate the **Stealth value** of a Scholar during a Stealth test, aimed at gaining Information with the **Study** or **Espionage** action.

2. **Main Effect**: this effect allows Scholars to perform special actions by following the instructions. The name of the card **(A)**, and its Activation Speed **(B)** always refer to its main effect.

   Each effect must be solved in **reading order**, from left to right, and from top to bottom. In some cases these effects must be played at specific times, such as "... at the beginning of your turn" or ".. at the beginning of an opponent's turn."

   The "/" between two effects means that you have to choose one of them.

3. **Auxiliary Effects** each Trick Card has one or more Auxiliary Effects on it's lower section (Fate cards have auxiliary effects both in the upper section and in the lower section).
   If the card has more than one Auxiliary Effect, **only one** can be chosen.

TRICK CARDS' TIMING

All Trick Cards effects **must be fully resolved** before anyone can play another Trick Card, except for Reaction cards.
Usually Trick Cards are played during one's own turn, sometimes during a specific phase if indicated:

- **Rest Phase**
- **Stealth Test**
- **Action:** playing this type of Trick Card's Main effect will consume the Action Phase of the Scholar playing this card (normally each Scholar can use only one Action per turn).
- **End of Turn**

Trick Cards' effects (can be Main or Auxiliary) with the following icons can be played even **during an opponent's turn**:

Instant: the effect with this icon can be played at any time.

Reaction: can be played at any time as a response to the effect of another Trick Card; it takes place before the effects of all other cards played and still unresolved (including other Reactions previously played).

SUBTERFUGE CARDS

Main Effect
The Subterfuge cards help Scholars to succeed Stealth Tests and subtract Information Cubes from opponents.

Auxiliary Effect
Playing this Auxiliary effect during a Stealth Test, the Scholar can decide to add the **blue** value indicated to his/her Stealth, or the **red** one to the Alert Value of a Zone.

SOCIAL CARDS

Main Effect
The Social Cards allow a Scholar to get help from their opponents, or convince their opponents to give their Information Cubes to the Scholar.

Auxiliary Effect
The Scholar sacrifices one Student and chooses a player (including him/herself), then decides if the selected player draws 2 Trick cards or discards one random Trick Card.

EFFECTS ICONS

Good

N — Gain a number of Students (N) from the Campus Bonfire (page 27).

N — Move to a maximum of N Zones (page 16).

N — A player draws N Trick Cards.

Danger

N — Draw N Students from the bag. 1 must be placed in the Bonfire area of the Campus, the others in the Reserve (page 26)

Bad

N — Sacrifice N Students (put them in the Reserve).

N — Gain N Exhaustion Tokens (page 15)

N — A player discards N Trick Cards.

Stealth

+N — Add N to a Stealth Value during a Stealth Test.

+N — Add N to an Alert Value during a Stealth Test.

N — **DIVINATION**
During a Stealth Test, the player reveals N Trick Cards from the top of the deck, chooses one of the revealed cards and adds the Bonus Value to his/her Stealth Value or to the Zone's Alert value.

FATE CARDS

Main Effect: Bonus value
The Fate Cards can be played to gain the Bonus Value at the center of the card, when the Scholar must generate a Stealth Value.

Auxiliary Effect
Playing this auxiliary effect during a Stealth Test, the Scholar can decide to add the value indicated in blue to his/her Stealth, or instead the one in red to the Alert Value of a Zone.

EXPLORATION CARDS

Main Effect
The Exploration Cards help Scholars move through the Zones, and to obstruct the opponents with traps and tricks.

Auxiliary Effect
The Scholar can move by a maximum of Zones equal to the value indicated, even outside of his/her Movement phase.

MAGIC CARDS

Main Effect
The Magic Cards allow Scholars to use spells and magical items with a variety of effects.

Auxiliary Effect
Playing this Auxiliary effect, the Scholar performs one Divination.

NOTORIETY CARDS

Main Effect
The Notoriety Cards allow Scholars to affect opponents' actions and steal Information Cubes and Students from them.

Auxiliary Effect
The Scholars gain Students taking them from the Campus (if they are available).

GAME OBJECTIVE

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The aim of Dungeonology is to gain more points through:
- **Thesis submission**
- **Gathering Information Cubes**
- **Gaining Interns**
- **Avoiding Jinxes**

STUDENTS AND GAME TIMING

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The arrival of Students from the University, besides giving support to the Scholars, also marks the passage of time in the Game.

Many effects during the game will make you draw Students from the **University Bag**. Ordinary Students will replenish the **Bonfire**.

However the **Infamous student**, sent by the mean Omega Fraternity to boycott your venture, will go on the Alert Card, forcing the Scholar who found him or her to draw a **Jinx Card**, raising the attention of the Dungeon inhabitants and making all gray Students currently at the Bonfire and drawn with the Infamous Student go to the Reserve:
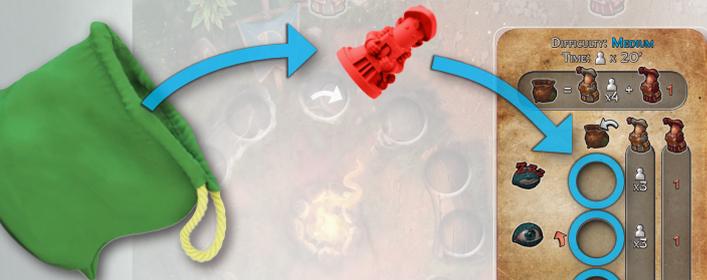
When an Infamous Student reaches the last slot on the Panic Card (in this example: the fifth), the game reaches the phase "**Maximum Alert**" (see page 24) **leading to the game end.**

There is just one other event that will trigger the "Maximum Alert" which is the first Thesis submitted by any Scholar in the game.

TURN SEQUENCE

1. THESIS SUBMISSION
(Optional; can trigger the Maximum Alert!)
The Scholar tries to submit the studies carried out on the clan that inhabits the Dungeon.

2. REST PHASE
(Can be mandatory; ends the turn!)
The Scholar recovers from the labors of exploration.

Most wanted phases!

3. MOVEMENT PHASE
The Scholar explores the Dungeon.

4. ACTION PHASE
The Scholar performs **one** of the following Actions:
- **Study:** try to collect Information Cubes.
- **Espionage:** try to steal Information Cubes from other Scholars.
- **Trick Card - Action:** play an Action Trick Card (see page 21).
- **Zone Effect- Action:** use a Zone Effect that require an Action (see page 18-19).

5. END OF TURN PHASE
The Scholar draws Trick Cards, and reveals their Jinx Cards.

A Scholar who has gained at least two **Stars** on the Note Board can declare to submit their Thesis, even without looking at the **Clan Card** if they have not yet received the **Knowledge Token**.

Proceed as follows:

1. The player places his/her Scholar in the **Starting Tile**.

2. The player secretly looks at the **Clan Card**, and **calculates** his/her **score**, modified by the bonuses and penalties indicated on the Clan Card (bonus points due to Student, Interns, Jinx Cards or other sources are not calculated at this time).

- **SUCCESS**: if the score obtained is equal to or higher than the points necessary to submit their Thesis, the player declares to have successfully submitted their Thesis without revealing his/her own score (be honest!), then puts the Clan Card back in its place. The game ends for that player, while for the other players the game continues from *step 1* of the Maximum Alert (see page 24).

- **FAILURE**: if the score obtained is not enough, the player declares this and puts the Clan Card back in its place. The Scholar removes his/her highest value Information Cube, draws a Jinx Card, and moves on to the End of Turn Phase... best of luck next time!

Each Scholar can perform this phase to reorganize and recover themselves; it is **mandatory** if a Scholar starts his/her turn with **3 Exhaustion tokens**.

If the Panic Card has been revealed, the Scholars cannot perform the Rest Phase.

Proceed as follows:

1. Move to the **Starting Tile**.
2. Discard 1 **Jinx Card** (see page 23).
3. Discard any number of **Trick Cards** from your Hand, then draw Trick Cards until you reach the Hand value.
4. If you have less Students than your Student Value, pick **Students** from the Camp to reach your Student Value (indicated on the Scholar Card).
5. **Your turn ends**.

KNOWLEDGE TOKEN

A player who manages to get the Knowledge token by completing the **Knowledge Combo** on their Scholar Card, will be able to freely spy on the Clan Card for the rest of the game (being careful not to reveal it to other players).

EXHAUSTION TOKEN

This represents the growing fatigue of each Scholar.

- **A Scholar can have a maximum of 3 Exhaustion tokens** *(eg. you cannot go beyond this limit by using an Ability that gives Exhaustion tokens).*
- Whoever starts his turn with the maximum number of Exhaustion tokens, *must* perform the Rest Phase.
- When a Scholar gains one of these tokens, he/she can immediately **Sacrifice a Student** to avoid obtaining it.

CLAN CARD

Scholars explore the Dungeon knowing the race of the inhabitants (the Fauns), but not their Clan. It will be vitally important for their research to find out as much as they can about the Clan before their opponents.

Only 1 Clan Card will be used in each game, it will indicate the target score for their Thesis and the Score modifiers.

A. Illustration and Name of the Clan.
B. **Thesis target Score:** a necessary score to be able to submit their thesis on the clan that lives in the Dungeon. It must be obtained considering only the points provided by the Information Cubes.
C. **Score modifiers**: bonuses or penalties for the points awarded by each Information Cube.

3. MOVEMENT PHASE

If the Scholar chooses to move, he/she can move through a number of Zones up to his/her **Speed value**.

If the target Zone is already placed, move onto it, otherwise proceed to **"Moving and Placing new Zones."**

DUNGEON ZONES

Each tile represents a specific place of the dungeon in which a Clan lives, and is called a Zone.

A **Slots (for Information Cubes):** these icons indicate the type of Information Cubes that must be placed in the Zone when it is revealed.

B **Alert Value:** when the Scholars try to collect Information Cubes, the Stealth Value must be equal to or higher than this number, otherwise they will be noticed by the Dungeon Inhabitants!

C **Passage:** each Zone can have from 1 to 8 Passages.

D **Zone Effects:** Zone Effects affect the game and the Scholars in various ways; some are passive, others can be activated by Scholars (see page 18).

E **Dungeon Icon, Floor and Number:**
- The icon identifies the Clan who lives in the dungeon.
- The Roman numeral identifies the Floor (the Zones are divided into 3 different floors), the Floor level also appears on the back of the tile **(G)**.
- The arabic number simply identifies the single Zone.

F **Name**

H-I **Doors:** Some Zones may have passages containing doors of different colors **(H)**, these are considered *Blocked* for Scholars who do not have at least one Information Cube of that color.
If a Door shows two different colors **(I)**, a Scholar must have at least one Information Cube of each of those colors to not consider it Blocked.
The Doors block the passages exclusively to enter the Zones, not to exit them.
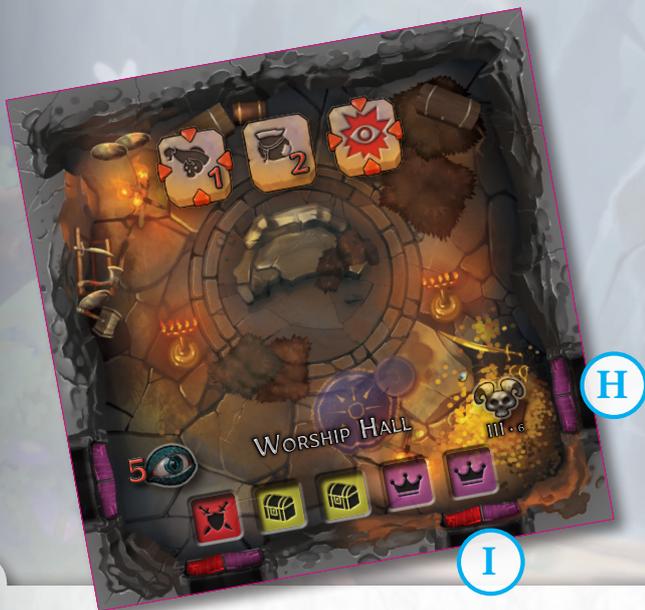
STARTING TILE

All Scholars start the game from this Zone (distinguished by a different tile back) and identified by a scroll on its front, containing its name. It belongs to Floor I. On the Starting Tile, the Scholars **cannot suffer** the Effects of the Trick Cards (nor play them), of the skills of other Scholars and the skills of the Boss (see Immunity in the box "Zone Effects Icon," page 18). In future expansions the Starting Tile may be different and show new Zone Effects.

MOVING AND PLACING NEW ZONES

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If the Scholar wants to enter into a new Zone:

1. **Draw** a Zone Tile from the top of the face-down draw pile of the floor level you are on.

2. **Link** it, choosing a side so that at least one Passage is connected between the two Zones (all tiles must be oriented in the same direction; top of tile to the north).
If the Zones cannot be linked (usually due to a lack of matching Passages), place the drawn Zone Tile to the bottom of the pile and repeat step 1 until you can connect one; otherwise move in another direction.

3. The Scholar then must **move** to the new Zone.

*If the Panic Card has been revealed, new Zones **cannot be placed** for the rest of the game.*

EXAMPLE: PLACING NEW ZONES

Zones can be specified as follows:
- **Adjacent** a Zone is considered Adjacent to all those which share at least a wall with it.
- **Linked:** a Zone is considered Linked to all those which are Adjacent to it and share a legal exit with it, a secret passage with matching letter, or stairs (see next page).

17

ENTERING ZONES

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When a Scholar enters a Zone:
1. **If the Zone is new**, place the **Information Cubes** in their slots.
2. Check and apply the **Zone Effects** that are activated by the Scholar's entrance.

If a Zone Effect or Trick Card played by opponents stops the Scholar's movement, any remaining movement is lost.

ZONE EFFECTS

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The icons shown at the top of the Zones are the Zone Effects, special features of the game areas that will affect the Scholar's exploration; they must be resolved in order, **from left to right**.

Effects with a *squared icon* are passive, and may only be activated at certain times or due to certain conditions.

Immunity: the Scholar in this Zone can't play skills or Trick Cards, and is immune to any effect of Trick cards, Espionage, opponents' skills and Bosses.

Luck N / Bad Luck N: a Scholar who performs a Stealth Test in this Zone, after having generated his/her Stealth Value, performs Divination N (see page 13) and : If the number is **Blue**: Adds to it the higher Bonus Value. If the number is **Red**: Adds the higher Bonus Value to the Alert.

Danger N: a Scholar who fails the Stealth test in this Zone must draw N Students from the University Bag (instead 1).

Ambush N: when a Scholar enters this Zone, he/she must sacrifice N Students; if he/she can't do it, he/she obtains an Exhaustion token.

Stop: when a Scholar enters this Zone, his/her Movement Phase stops; any movement obtained from other effects of the game gets interrupted. The Scholar can use Trick Cards effects to keep moving.

Toll N: the Scholar who enters this Zone must drop N Information Cubes (see the box "Information Cubes Keywords," page 22).

Stairs: see next page.

Boss: when a Scholar enters this Zone, and the Boss is not in the Dungeon, follow the "Sighting" instructions on the Boss card, otherwise follow "Activation."

Effects with a *circular icon* are voluntarily activated by Scholars, usually by performing specific actions.

Bivouac: ACTION - perform the Rest Phase without moving to the Starting Tile.
In the Fauns' Dungeon, it appears with a yellow or green background and can only be used if you have an Information Cube of the same color.

Secret Passage: a Scholar in this Zone can spend a movement step to move to a revealed Zone that has a secret passage with the same letter.

INFORMATION CUBES

Each color of the Information Cubes represents a type of specific information, with rarity and values in different points:

Civilization *(20 Cubes/2 points each):* information on the organization of the community, family structures and skills in fields like agriculture, pastoralism or architecture.

Militia *(15 Cubes/3 points each):* information on the military prowess and the weapons of the studied civilization.

Worship *(13 Cubes/3 points each):* information on magic, religion or mystical arts of the studied civilization.

Riches *(10 Cubes/3 points each):* information on the wealth possessed by the community.

Caste *(6 Cubes/3 points each):* information on the command system and the Clan leaders of the researched Clan.

ZONE TOKENS

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The following tokens are activated by Trick Cards; once placed, they remain for the rest of the game, and count as new Effects of the Zone in which they are located.

Teleport: ACTION - move to any revealed Zone of the Dungeon. To activate the teleport you must possess at least one Worship Information Cube.

Secret Passage: this adds the Secret Passage Effect X to the Zone.

Trap Token: this represents a trap which has not been activated yet, and can be placed on Zones by Scholars using specific Trick Cards. Traps must be placed to the left of all other Zone Effects so that they must be resolved first.

The first Scholar who enters the Zone where this token is present, turns over the token and suffers the indicated effects. Once the token is flipped, it remains revealed and active for the rest of the game. See the "Zone Effect" (Ambush, Toll and Stop) for the effects on the back of the Trap token.

STAIRS

◆ ◆ ◆

If you are the first entering a Zone with the Stairs effect:

1. **Choose** an adjacent Floor level you want to move to, a Floor not already connected (adjacent means: from I to II, from II to I or III, from III to II).
2. **Draw** a Zone Tile from the top of the face-down draw pile of the chosen Floor level.
3. **Link** them choosing a side so that at least one Passage is connected between the two Zones.
4. Place **Stairs token**(s) on the matching passages of the two linked Zones.
5. If the new Zone Tile, once placed, has matching Passages with other Zones of different Floor levels without Stairs allowing a connection, put **Wall token**(s) on that/those passage(s).

Stairs token   *Wall token*

EXAMPLE: TRAP TOKENS

Rebecca enters the "Old Ones Repose" Zone where, previously, another character had left a **Trap token (A)**. She must reveal its effect by turning it, finding out that it hides the "**Stop**" Effect **(B)**. Rebecca is forced to end her current movement. The Trap token remains in the Zone, flipped on the side of the "Stop" Effect for the rest of the game, being considered a new Zone Effect.

EXAMPLE: STAIRS

Rebecca enters the "Grand Bacchanal" Zone and checks the Zone Effects. The "Stairs" effect is activated, thus Rebecca reveals a lower Floor Zone ("Gaea's Dolmen," Floor II) and links it as she prefers. After doing so, she places a Stairs Token to signal the Floor passage, and a Wall token to block the passage to "Shepherd's Sanctuary."

In his/her turn, a Scholar has a **single Action** to spend during this phase, choosing **one** of the following options:
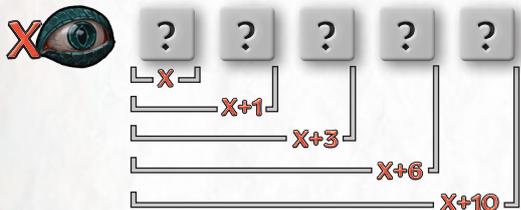
- **Study**: Attempt to collect Information Cubes from the Dungeon.
- **Espionage**: Try to steal Information Cubes from other Scholars.
- **Trick Card:ACTION**: The Scholar plays the Main Effect of a Trick Card, labeled as "Action."

STUDY

◆ ◆ ◆

To collect Information Cubes from the Zone in which the Scholar is located, he/she must perform a **Stealth Test** by proceeding as follows:

1. Check the Zone **Alert Value**. It could be modified due to various factors, such as the presence of a Boss (see page 27).

2. Choose a number of **Target Information Cubes**, starting from the first available (the one on the left) and continuing with the following ones. This number cannot exceed the **Scholar's Study value** as indicated on their Note Board (see page 11). The Zone Alert value to beat for each successive Information Cube a Scholar attempts to collect will be modified as follows:

$$X \quad ? \quad ? \quad ? \quad ? \quad ?$$
$$X$$
$$X+1$$
$$X+3$$
$$X+6$$
$$X+10$$

Therefore, if a Scholar attempts to collect five Information Cubes at once, the Alert Vale of the Zone is increased by 10.

3. The Scholar discards any number of **Trick Cards (min.1)** and adds all their Bonus Values, generating his/her **Stealth Value** for the current test.

4. The Scholar then checks his/her Study Modifier on the Note Board. If the number is *blue*, it must be added to his/her Stealth Value; if the number is *red*, it must be added to the Zone's Alert Value.

At this point, opponents may attempt to blow the Scholar's plans:

5. Proceeding clockwise, everyone can play Trick Cards (Auxiliary effects of Subterfuge, Fate Cards or Magic Cards).

6. When the round gets back to the player performing the Study action, he/she can play additional Trick Cards to end the Action.

At this point, if the Scholar's Stealth Value is equal to or higher than the Zone's Alert Value, he/she obtains a **Success** and will collect the Target Information Cubes; otherwise, he/she obtains a **Failure:** the Scholar gets an Exhaustion Token and draws a Student from the University.

Sofia wants to collect an Information Cube in the "Shepherd's Sanctuary" Zone. To do so she performs a "Study" action.

She needs to reach a Stealth Value of at least **4**, because this Zone has an Alert value of **3**, and Sofia has a negative Study Modifier of **1** (had Sofia wanted to collect the blue Worship Information Cube as well as the green Civilization Information Cube, the Alert Value of the Zone would have been increased by +1).

Zone Alert + Study Modifier

1. She plays 3 Trick Cards, adding their Bonus Values and reaching a Stealth Value of **4**.

2. Another Scholar plays an Auxiliary effects of a Subterfuge card, that raises the Alert to **6**.

3. Sofia has a last chance to win the Stealth Test, so she plays the Auxiliary effect of a Magic Card: **Divination**; allowing her to draw one Trick card and add its Bonus Value to her Stealth Value. She draws a 2, reaching a Stealth Value of **6**.

4. Her Stealth Test is success, so she *gains* the **Civilization** Information Cube (the first in the Zone starting from the left), then *collects* it and places it in the first available slot of the Civilization Column of her Note Board. Covering the number 0 of the column with the cube, Sofia scores points corresponding to the last visible value of the column, which is 2.

ESPIONAGE

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The Scholar can attempt to **steal one Information Cube** from an opponent who is in his/her own Zone, or one that is adjacent and linked. When attempting this, *he/she must first Sacrifice one of his/her Students*, then indicate an Information Cube on the Target's Note Board. **The Target Scholar Alert Value is equal to the point value of the selected Information Cube, plus the number of Students in the Target's possession.**

The Study Modifiers on the Note Boards of the two Scholars are not taken into account for this test.

At this point he/she proceeds as follows:
1. The Scholar taking the espionage action discards any number of **Trick Cards (min.1)** and adds all their Bonus Values, generating his/her Stealth Value for the current test.
2. The player of the Target Scholar can play Trick Cards (Auxiliary effects of Subterfuge, Fate Cards or Magic Cards).
3. The player taking the Espionage action can play Trick Cards as well to increase the Stealth Value.

The last two points are repeated until either player plays no other Trick Cards.

At this point, if the Scholar's Stealth Value is equal to or higher than the Target's Alert Value, he/she obtains a **Success** and steals the Information Cube; otherwise, he/she obtains a **Failure:** the Scholar gets an Exhaustion Token and draws a Student from the University.

TRICK CARD: ACTION

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The Trick Cards that are labeled "**ACTION**" before the Main Effect text, consume the action of the Scholar to be used.

ZONE EFFECT: ACTION

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Use a voluntary (round icon) Zone Effect that consumes the Action of the Scholar to be used.

EXAMPLE: ESPIONAGE

Sofia wants to steals a Militia Information Cube from Valerio. To do so she performs an "Espionage" action.

She needs to reach a Stealth Value of at least **3**, because this is the Target Alert value of Militia Information Cubes, and Sofia, thanks to her skill, ignores all Valerio's Students during an Espionage action.

1. She plays 2 Trick Cards, adding their Bonus Values and reaching a Stealth Value of **2**.

2. Thanks to her skill, she performs Divination 1, drawing the whopping Fate Card with Bonus Value of 5, reaching a Stealth Value of **7**.

• The other Scholar's Students don't raise the Alert Value of your target.
• After you have declared your Stealth Value, make Divination 1.

3. Valerio could counter playing Trick Cards, but against such a result he decides to give up!

Her Stealth Test is a success, so she *gains* the red Information Cube, the one higher up in the column of Valerio's Note Board, then she steals it and places it in the first available slot of the Militia Column of her Note Board. Covering the number 0 of the column with the cube, Sofia scores points corresponding to the last visible value of the column, which is 3, which added to the 2 of the Civilization Information Cube already on her Note Board, brings her current score to a total of 5.

GAIN

"Gain" refers to whichever method a Scholar uses to obtain an Information Cube, as collect or steal.

- **Collect:** this indicates the act of picking an Information Cube from a Zone. When this action is successful, the player who learned the information collects the cube that represents it and places it in the column with the corresponding color on his/her Note Board, occupying the first available slot on it, starting from the bottom. When an Information Cube is collected this way, it must always be taken from the first available in the Zone, in other words the leftmost one, unless an effect allows to select it (Choose). If on the Note Board of the Scholar, the column in which the information should be placed is full, the player picks the next information available that can be placed on the Scholar's Note Board.

- **Steal:** this indicates the act of taking away an Information Cube from another Scholar. When this action is successful, the player that steals the Information Cube picks the cube that represents this information that is placed highest on the target's Note Board. The player then places the cube on the column of the corresponding color of his/her Note Board, occupying the first available slot on it, starting from the bottom. If on the Scholar's Note Board the column in which the information should be placed is full, the Information stolen is eliminated from the game.

LOSE

"Lose" refers to the act of removal, through any means, of the Information Cubes from the Note Board, be they stolen, eliminated or lost in other ways.

- **Drop:** this indicates the act of selecting a cube from one's own Note Board and placing it in the Zone where the Scholar is located. Once the type of Information to Drop is chosen, the Information Cube from the highest position on the Note Board is selected. The cube must be placed in the Zone slot that does not contain an Information Cube, starting from the rightmost empty space. It is worth noting that the cubes can be placed in any order chosen by the Scholar who is dropping them, and it is not necessary that their color corresponds to the empty slot in the Zone in which they will be placed. If there are no empty slots for the cubes in the Zone in which the Scholar is located, these cubes must be placed in empty slots of Adjacent Zones. If there are no available slots, the Information Cubes are eliminated instead.

- **Eliminate:** this indicates the act of taking away an Information Cube (from a Zone or a Note Board) and putting it in the Reserve.

GIVE

- **Give:** Indicates the act of moving an Information Cube from your Note Board to that of another player. The Information Cube donated in this way is not considered lost (see Losing). For the Scholar's Note Board that receives the information, if the column in which the information should be placed is completely filled, that Information Cube is Eliminated.

EXAMPLE: DROP

Valerio uses his skill to make Sofia

> during this turn; then choose one:
> • The Scholar Randomize to drop an Information Cube.

drop a random Information Cube. She Randomizes and reveals a card with the **Militia** symbol (lucky Valerio, he had only two options and he got the best one!); Sofia then loses the Militia Information Cube and drops it in the empty slot of the Zone, even if the symbol on the tile does not indicate the Militia Information.

Protected Information: if Sofia had possessed a protective effect on her Militia Information, for example, having the "Guard" Intern Card in her possession, she could have chosen not to *lose* the Cube.

EXAMPLE: GIVE

Valerio has just collected the two Information Cubes present in the Zone (**Militia** previously left by Sofia, and **Worship**). **Sofia forces Valerio to give her one of the Information Cubes placed on his Note Board during this turn,** by using the "Debt of Friendship" Trick Card. Valerio then chooses to give her the "Worship" Information Cube.

Protected Information: even if Valerio had all his Cubes as *protected* Information, he is not allowed to choose not to *lose* it; the effect of "Giving" in fact supersedes that of protected information.

When the Scholar's turn ends, proceed as follows:

1. If you have **Jinx Cards**, reveal them and suffer their effects.

2. **Draw Trick Cards** to reach the Hand value.

3. At this point, the Trick Cards with the words *"End of Turn"* in the text can be played.

4. **The turn ends.**

INTERN CARDS

The Intern Cards represent an improved versions of the Students.
Some Trick Cards allow Scholars to gain Interns; when a Scholar plays one of these cards he/she will get the related card.

The Intern Card is composed of:
A. **Name**
B. **End Game Bonus Points**
C. **Illustraion**
D. **Effect**

Once a Scholar acquires an Intern Card, he/she keeps it close to his/her own Note Board; as long as he/she is the owner, the player obtains the benefits indicated on it, as well as obtaining End Game bonus points (not useful for submitting their Thesis, see End Turn Phase, page 23).
Scholars must, however, pay attention to the loyalty of their Interns!
There is only a single copy of each Intern Card. The first Scholar who plays the related Trick Card will get the Intern as described above; Scholars who play the same Trick Card during the game will steal the Intern from the current owner.

JINX CARDS

Jinx Cards represent unfortunate situations which Scholars can fall into, often caused by an Infamous Student, or due to their enemies' scheming.
A Jinx Card is structured as follows:

1. **Name**
2. **Effect:** penalty that will affect the Scholar for the rest of the game, unless the card is removed through the Rest Phase.
3. **Penalties for the End of Game Score**

PROTECTED INFORMATION CUBES

The colored shields on some Intern cards indicate that specific Information Cubes owned by the Scholar are *protected*. If the protected information is targeted by an effect that would force the owner to lose it (randomly or not), the owner can decide whether to lose it or not (exc.: Give, see page 22). A protected Information Cube can be donated voluntarily.

OMEGA FRATERNITY

Rocca Civetta hosts many fraternities of Students; among them, the most ambitious and influential is the Omega Fraternity!

The Students of this fraternity are led by a mysterious Grand Master who aims to control the chair of Dungeonology and the entire university.

The Infamous Students that obstruct the Scholars during their expeditions belong to this fraternity; these annoying people will also appear in future expansions, to oppose our heroes.

HOW THE GAME ENDS

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The game enters its final phase (and may end) when one of the events described below occurs:

- **When the first Thesis is delivered**
  If the first Thesis of the game is delivered (see page 15); the game continues from *Step 1 of the Maximum Alert*.

- **An Infamous Student reaches the Panic Card**
  If all the Infamous Students slots on the Alert Card are filled up, and another Infamous Student is drawn, he has to be placed on the Panic Card, revealing it. The game continues from *Step 1 of the Maximum Alert*.

- **No more Information Cubes!**
  In the rare occasion that no Information Cubes are available in the Placed Zones, and it is not possible to place new Zones, the game ends immediately.
  Continue from *Step 4 of the Maximum Alert*.

PANIC CARDS

The Panic card is selected from a deck composed of generic Panic cards and those of a specific Dungeon. The drawn card must not be revealed and is placed under the Alert Card.
Each Panic card activates mechanics that will lead to the end game in a short time, and provides instructions for the final phase of the game, the **Maximum Alert**.

A Panic Card is structured as follows:
- **A.** **Name**
- **B.** **Dungeon Icon**
- **C.** **Instruction to refill the University.** The Infamous Student shown in these indications is accompanied by an icon of "infinity;" this indicates that in the bag, from this moment on, there must always be an Infamous Student; when this is drawn, the Infamous Student must be put back inside the bag (and not in the Reserve).
- **D.** **Card effects:** these specific card effects explain, point by point, the new rules that come into play when the card is revealed; these effects are added to the general rules explained below (and indicated on the back of the Alert Cards).

MAXIMUM ALERT

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1. Reveal the **Panic Card** and apply its effects.
   Follow these rules (repeated on the back of the Alert Card):
   - The Scholars cannot perform the "Submitting the Thesis" phase at the beginning of their turn. A Scholar who wants to **submit his/her Thesis** has to ends his/her turn in the Starting Zone, regardless of the number of Stars he/she has, immediately performs the "Submitting the Thesis" phase, and his/her game ends.
   - It is no longer possible to perform the **Rest Phase**, not even through Trick Cards, Zone Effects or Skills that would normally allow it.
   - It is not possible to place **new Zones** in any way.
   - It is not possible to place **New Information Cubes** from the Reserve to the Zones.
   - If all Scholars have finished their game (usually delivering the thesis) continue from *Step 4*.
   - If during the Maximum Alert: after the Infamous Student has been drawn and the University is empty, continue from *Step 4*.
   - There are no more Information Cubes in the Zones, continue from *Step 4*.

2. Proceed with the game as long as possible following the directions of the Panic Card.

3. If the Scholars that have not submitted their Thesis cannot continue the game, *go to step 4*.

4. **The score of each Scholar is calculated by following these steps:**
   - Add the **Information Cubes** points from the Note Board.
   - Add bonuses and subtract penalties specified in the **Clan Card.**
   - The first Scholar to have submitted his/her **Thesis** gets 10 extra points, the second 7, the third 5 and the fourth 3.
   - Add the bonuses given by **Intern Cards.**
   - Subtract the penalties given by **Jinx Cards.**

The placement list is drawn up and the winner is elected!

In case of a **tie**, the following play-off criteria are used, in this order:

1. Whoever submitted their Thesis first wins.
2. Whoever holds more Students wins.
3. The youngest player wins.

The "Darkness" Panic Card has two specific effects that are activated at the beginning of each player's turn: the first Randomizes to select a type of Information Cube, and eliminates all those in the Zones. This will bring the game to an end in a maximum of five rounds, as one of the general rules forces to end the game when there are no more Information Cubes on the placed Zones.
The second effect of "Darkness" causes the loss of Information Cubes to Scholars who are alone in a Zone at the end of their turn, forcing them to move in pairs or to quickly escape from the Dungeon.

VARIOUS GAME ELEMENTS

RANDOMIZER DECK

Whenever a rule or effect of the game requires a player to "**Randomize,**" this means that you must randomly choose one element of the game, which could be a direction, a specific passage of a Zone, a type of Information, an Information Cube or a Scholar.

To carry out the Randomize obligation, the player required to do it shuffles the Randomizer Deck, draws a card and applies the related result to the element which was to be randomly picked. *If the effect indicated by the first drawn card is not applicable, continue to draw cards until an applicable result is obtained.*

Each Randomizer Card is structured as follows:

A. Generic **Direction** and **Color** of the Target Scholar.

B. Specific **Exit of a Zone** (right or left of a specific side), if the selected passage does not exist, the first available passage in the clockwise direction is selected.

C. Type of **Information** / Information Cube.

EXAMPLE: RANDOMIZE

A: Drunk Laetus must move randomly towards a Scholar. The player who activated him, "Randomizes" by drawing a Randomizer Card. If the result is A1, Laetus would move towards the Scholar with the blue Note Board; in case he/she obtains the result A2, Laetus would move towards the Scholar with the purple Note Board. If during this movement, the Boss can choose between two passages, the passage indicated by the arrow (C1 / C2) or the first selectable passage proceeding from it in a clockwise directionis, is selected. Alternatively, this card's element may indicate a direction of movement (i.e., South for A1 or East for A2).

• • •

B: Valerio's skill allows him to force an opponent to drop a random Information Cube. To decide which Information Cube the opponent will drop, Valerio "Randomizes" by drawing a Randomizer Card. In case he obtains the result B1, the opponent would drop a "Riches" Information Cube; in case he obtains the B2 result, the opponent would drop a "Militia" Information Cube.

• • •

C: an effect of the game instructs players to randomly move a Scholar in a direction. The player who must "Randomize" does so by drawing a Randomizer Card. If the result C1 was obtained, the Scholar would be moved to the South, and if it was necessary to choose which Passage he/she should use, he/she would use the rightmost one; if the C2 result is obtained, the Scholar would be moved to the East, and if it is necessary to choose which Passage he/she must use, he/she will use the lower one.

UNIVERSITY AND DRAWING STUDENTS

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The **bag** represents the **University of Rocca Civetta**; when referring to the University in this rulebook, it refers to the bag. It contains the resources that the University makes available for the expedition, under the form of Students sent to help the Scholars in exploration. The bag is filled with Student Miniatures, but among them there is always an Infamous Student. During the game the bag will be emptied many times. This makes it inevitable that Infamous students will enter the game. These Infamous Student, by carelessness or foul play, will worsen the Scholars' situation.

See the box "Alert Cards" for setting up the University.

Most of the Trick Cards will require the players to draw from the University Bag. Furthermore, the failure of Stealth tests will also force the players to draw one or more Students from the Bag.

When a player draws from the University Bag, the following guidelines must be followed:

- **N** When Students are drawn, they must be drawn all together, and they must be placed at the **Bonfire**. If not enough Students are present in the bag, only the remaining ones will be drawn. *In no case may a player purposely attempt to count the Students left in the University.*

- When an **Infamous Student** is drawn, it is placed in the highest free slot specified by the Alert Card in use (this could force all the players to move the indicator of the Study Modifier on their Note Board). All the Students present at the Bonfire (or drawn along with the the Infamous Student) will go to the Reserve. Furthermore, the player who drew the Infamous Student draws a face-down **Jinx Card** (he/she will reveal it and apply its effects during his/her next End Turn Phase; do not look at this Jinx Card until the End Turn Phase begins).

If the Infamous Student was drawn and there are still empty slots on the Alert Card, the University Bag must be refilled with a number of Students specified by the slot just occupied, plus one Infamous Student (see box "Alert Cards", point D).

If the Infamous Student was drawn and there are no ramaining empty slots on the Alert Card, the Alert Card must be discarded. The **Maximum Alert** is triggered (see page 24) and apply its effects.

ALERT CARDS

The Alert Cards are used to keep track of the Dungeon inhabitants' alert to Scholars.

As Infamous Students are drawn from the University, they will be placed on this card, increasing the general attention of the people, or study object, towards the Scholars.

An Alert Card is structured as follows:

A. Instructions on **Difficulty** and **Average playing time** per participant players (players may set the Difficulty level by choosing which Alert Card to use).

B. Instructions to **set up the University** at the beginning of the game.

The University must be filled with an amount of Students equal to the number of players multiplied by the indicated number N (16 in the example below, if there are 4 players), plus the indicated amount N of Infamous Students (1 in the example below).

C. Slots where **Infamous Students** are placed when drawn (maximum of 4 in this example). Fill from top to bottom.

D. Instructions used to **refill** the University; only use the line filled in by the lowest Infamous Student.

The University must be refilled with an amount of Students equal to the number of players multiplied by the indicated number (12 in the example below, if there are 4 players), plus the indicated amount of Infamous Students (1 in the example below).

E. The amount of **Study Penalty** applied to your current Study modifier (the dial on the Note Board), due to the Dungeon's Alert level changing for the last Infamous Student placed on this card, as indicated by that line (in this example: 0, +1, +1, +2).

F. Reminder of the **end game rules**.

CAMPUS

The Campus Tile contains the Students who came from the University to help the Scholars.

A. **Bonfire**: whenever Ordinary Students are drawn from the University, they are all placed clockwise around the Bonfire until the Bonfire is filled. The Bonfire can host up to 12 Students, the excess must be placed in the Reserve. When an effect allows a Scholar to gain Students, he/she must take them from the Bonfire only if available, otherwise he/she will not gain them.

B. In this area is placed, face down, a **Panic Card** randomly drawn from the generic ones and those specific to the Dungeon in use.

C. Above the Panic Card is placed the **Alert Card**, which gives some instructions for setting up and developing the game.

D. In this area is placed, face down, the secret **Clan Card** drawn.

BOSS

During the exploration of a dungeon, sooner or later the Scholars will meet one of the most important members of the Clan they are studying. These exceptional individuals will be on the trail left by the invaders in their dominion and will obstruct the Scholars for the rest of the game.

Each dungeon has at least one of these phenomenal enemies, known as the Boss. Each Boss has a personal Boss Card, on which are described all the rules by which it can affect the game.

Each Boss Card is provided with:

A. **Name**

B. **Dungeon Icon and Activations:** this icon identifies the dungeon in which the Boss appears. The number beside the icon indicates the maximum number of activations of the Boss Card per player turn; this means that a Boss Card with a value of 1 will activate only the first time a Scholar enters a Zone with the Boss Effect; a Boss Card with a value of 2 will activate the first and the second time a Scholar enters a Zone with the Boss Effect.

C. **Modifier of the Alert Value**: the presence of a Boss raises the Alert Value of the Zone in which the Boss is, by the number indicated.

D. **Illustration.**

E. **Sighting:** if a Scholar enters a Tile with the Boss Zone Effect, and the Boss model is not placed in any Zone, this effect is activated.

F. **Activation:** whenever a Scholar enters a Zone with the Boss Effect, if the Boss model was already placed, activate this effect. The Boss does not consider the Scholars in his/her Zone as an Encounter (see point G) when this effect is activated (it is assumed that they are hiding).

G. **Encounter:** when the Boss *enters a Zone* containing one or more Scholars, this effect is activated.

H. **Profiles:** the Boss Card includes two profiles; it is possible to choose or randomly determine which to use during the game.

When a Scholar must move a Boss, he/she can take advantage of the effects of Teleport and Secret Passages.

Fauns' Boss: Laetus

QUARRELSOME LAETUS

1 • ◉ • +3

SIGHTING
...appears in the Zone where the Boss ...tivated and activates Encounter.

ACTIVATION
M... ...s 3 Zones, without letting him ... steps. He stops if he meets a S... ...he can not move further if he ...es not retrace his steps.

ENCOUNTER
The Scholars obtain an Exhaust...

DRUNK LAETUS

2 • ◉ • +2

SIGHTING
Laetus appears in the Zone where the Boss was activated and activates Encounter.

ACTIVATION
Move Laetus 3 Zones toward a Randomized Scholar. He stops if he meets a Scholar.

ENCOUNTER
Randomize for each Scholar encountered:
The Scholar drops an Information Cube in his possession.
The Scholar gets an Exhaustion Token.
The Scholar discards a random Trick Card.
Collects an Information Cube from the Zone he is in or from an adjacent one.
Collects an Information Cube from any placed Zone.

LUDUS MAGNUS
STUDIO

Dungeonology: The Expedition - Rulebook v.0.92