



Dungeonology

the expedition

RULEBOOK



LUDUS MAGNUS
STUDIO

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 the environments and organization of different cultures, especially the most atypical and strange... almost Mythical! Recently, the faculty lost its professor, and the Dean is looking for a skilled replacement. 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 histories and customs. But be careful: the locals will not always be happy with your intrusion.

The aim of the game is to explore a Dungeon as a Scholar, gathering as much information as possible about the people who live there. Information yields Points, and the Scholar collecting the highest number of Points will present the best Thesis on the studied race.

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English edition distributed worldwide by Ares Games Srl, Via dei Metalmeccanici 16, 55041, Capezzano Pianore (LU), Italy. www.aresgames.eu.
Retain this information for your records. WARNING! Not suitable for children under 3 years because of small parts. Choking hazard. Made in China.

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The base game is supplied with one Civilization and one 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 Board, Panic Cards (3)
Alert Cards (3), Clan Cards (3)
- 5** University Bag
- 6** Student Models (40 Ordinary and 5 Omega)
- 7** Information Cubes (64)
- 8** Zone Tiles (19)
- 9** Trick Cards (105)
- 10** Randomizer Cards (16)
- 11** Jinx Cards (15)
- 12** Intern Cards (10)
- 13** Note Boards (4)
Scholar Cards (4)
- 14** Tokens (36)

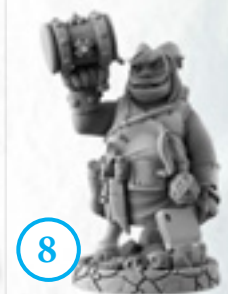
THE GAME... BRIEFLY

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 are **Scholars (1)**, invited by the Dean of the University of Rocca Civetta to join a difficult challenge: submitting the best Thesis on a mysterious Civilization 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 Civilization chosen as the object of study. Each Scholar will find the Information Cubes in the **Zones** of the Dungeon, represented by tiles with appropriate accommodations **(3)** for the cube.

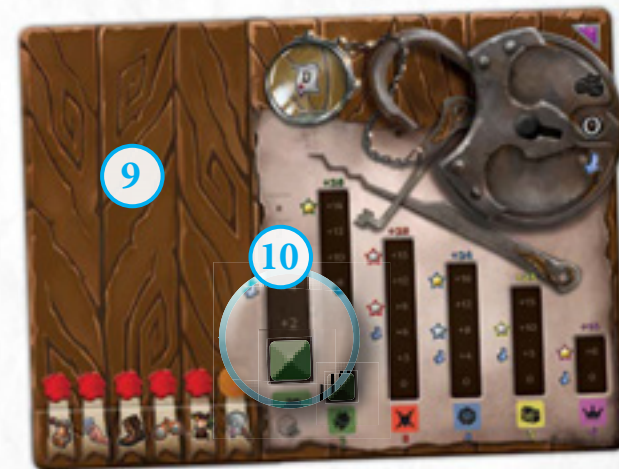


To Collect an Information Cube, a Scholar needs to generate a **Stealth Value** by discarding **Trick Cards** and adding up the **Bonus Values** (white numbers) shown at the top left **(4)**.

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 Cubes.

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. The most dangerous effect of the Zones is the **Boss Zone Effect (7)**. When a Scholar enters a Zone with this Zone Effect, they 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 their **Note Board (9)**, in the lower part of the column with the same color as 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 own exploration. In so doing, they will use either **Main Effects (11)** or **Auxiliary Effects (12)** in place of the Bonus Value.



During the game, due to various game effects it will be necessary to determine some random results of the events. To do this, the Scholars will use the **Randomizer Deck (13)**, from which they will draw a Card to decide the result of a random event whenever the game instructs them 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 (removing them from a Scholar's possession and putting them back in the Reserve, see page 9), while other Students will be put in the bag that represents the **University (15)**, and will be drawn due to various effects of the game (mainly Main Effects of Trick Cards).

In the **Campus (16)** outside the Dungeon, Scholars will find elements of the game necessary for the exploration.

In the **Bonfire area (17)**, new Students will arrive during the game, ready to help the expedition. They will be placed at the Bonfire when an effect forces Scholars to draw them from the University (i.e. the bag).

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

An **Alert Card (18)** will be placed on the Campus indicating the initial setup of the University (i.e. the bag), and how to fill it each time an **Omega Student** is drawn from it (19). These evil **Omega Fraternity** Students will try to hinder the Scholars in every way during the game. As they are drawn, Omega Students will occupy the **Alert Card** slots making the exploration more difficult, scaring all the other Students, who will flee (all Ordinary Students currently at the Bonfire and drawn with the Omega 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 (20)**, a true curse for skilled explorers!

A **Panic Card (21)** will be placed under the Alert Card. When an Omega 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 (22)**, selected randomly and secretly from those available.

This Card contains the identity of the Clan on which the Scholars must write their Theses. Each Clan Card *modifies the value of each individual Information Cube (23)*, 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 (24)** required for each Scholar to successfully *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 Board and modify them according to the Clan Card modifications to determine success (23).

★ ★ The Scholar can Submit their Thesis only if they have reached at least 2 Stars by Collecting Information Cubes on their **Note Board (25)**, regardless of whether they have obtained the Knowledge Token (26) that allows them to look at the Clan Card.



Reaching the Stars can be dangerous for a Scholar! In fact, when it happens, all those who have fewer Stars become **Exalted (27)**, flipping their Scholar Cards. The Exalted Scholars remain in this state until they have equaled or exceeded the number of Stars possessed by the Scholar(s) who has the most 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 successfully submitting their Thesis or players drawing too many Omega Students.

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



GAME SETUP



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

1. Each player takes a **Note Board (A)**, and sets their Study Bonus to 0 (**B**). Each player picks (or randomly draws) the **Scholar Card (C)** that they will use during the game, placing it on their Note Board showing the Standard (non-Exalted) side.
2. Each player draws from the Reserve (**T**) the number of **Students (D)** indicated on their Scholar Card. These Students represent each Scholar's personal field assistants.



3. Shuffle the **Randomizer Deck (E)** and draw a Card to choose the **first player**, matching the triangle color on the Note Board. The order of play is determined clockwise from them.
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 order:
 - **First Player:** 1 Trick Card;
 - **Second Player:** 2 Trick Cards;
 - **Third Player:** 3 Trick Cards;
 - **Fourth Player:** 4 Trick Cards.



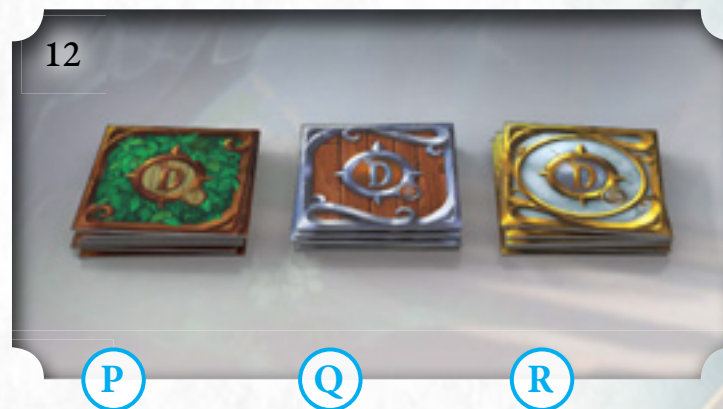
5. Place the **Campus Board (G)** on one side of the table.
6. Without revealing it, randomly select a **Panic Card (H)**, and place the Card face down on the Campus Board. Place the others in Reserve (**T**).
7. Players choose (or randomly select) an **Alert Card (I)** and place it face up on top of the Panic Card, but offset to reveal the back of the Panic Card.
8. Without revealing it, randomly select a **Clan Card (J)**, and place it face down on the Campus Board.



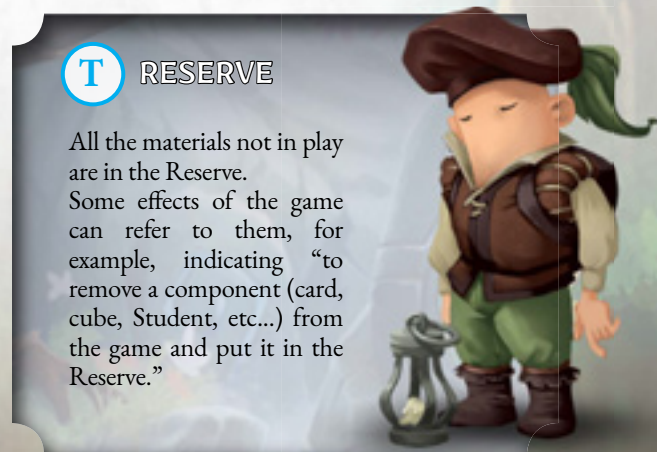
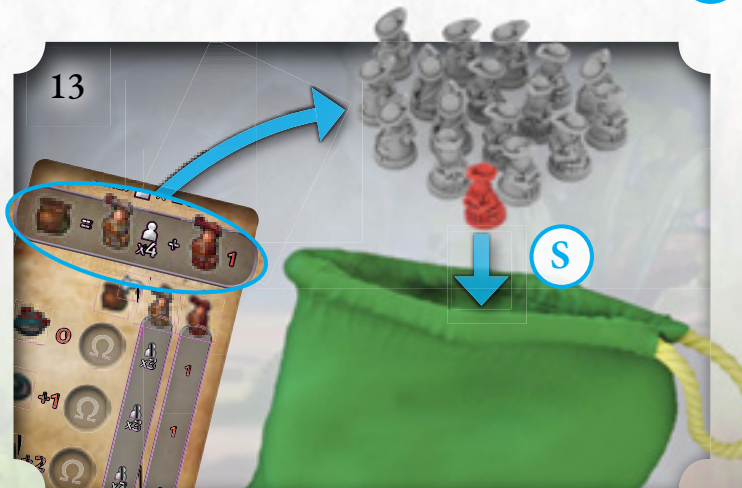
9. Place the **Intern Deck (K)** on the table, and shuffle the **Jinx Deck (L)** and the **Randomizer Deck (M)**.
10. Boss Cards have two profiles (one on each side of their Card). Players choose (or randomly select) which side of the Boss Card to use for this game (**N**), which helps set the difficulty,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



11. Place the **Starting Zone (O)** (Encampment) face up on the table (near the center). Each player places their model on it.
12. Create the three **Zone Piles** by shuffling the Zones grouped by Floor: I (**P**), II (**Q**) and III (**R**).



13. Place in the **University Bag (S)** the number of Ordinary Students indicated at the top of the Alert Card (in this example, 4 times the number of players in the game). The number of Omega Students to place in the bag is also indicated.
14. **The first player is now ready to play their turn** (see page 14), but before you begin, you need some information about Scholars, the Note Board, and Trick Cards.





SCHOLAR CARDS AND NOTE BOARD

Dungeons players are represented by **Scholars**. The characteristics and Skills of each Scholar are shown on their Scholar Card.

Each Scholar travels with their trustworthy **Note Board**, on which they Collect the information they need to submit their Thesis and win the challenge of Rocca Civetta!

VALERIO **A**
THE SQUIRE

B **HEADBUTT**
Take a **B** 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 targeted Scholar Randomizes to Drop an Information Cube.
 • The targeted Scholar discards a random Trick Card, then you take that Trick Card.

C **D** **E** **F** **G** **H**

	+26				
8	★ +14				
7	+12				
6	+10	★ +15		+24	
5	+8	+12	★ +15	+23	
4	★ +6	★ +9	+12	+15	
3	↓ +4	↓ +6	★ +8	★ +10	★ +13
2	+2	+3	↓ +4	↓ +5	★ +6
1	0	0	0	0	0
	3	3	4	5	6


EXALTED!



When a Scholar obtains a Star on the Note Board, **all Scholars having fewer Stars than they become Exalted** (if they are not already). Their Scholar Cards are flipped, and their players use the new values and Skills displayed on them. The Exalted Scholars remain in this state until there are no Scholars possessing more Stars than they do, at which point their cards are flipped back to the Standard side.



A Name and Title: This is the name and occupation of the Scholar, which represents what they do in life and justifies their Features and Skills.

B Skills: Each Scholar has some Skills which can affect the game in their favor. **A Skill can be activated an indefinite number of times in its turn, or in the turn of the opponents if it shows the Instant symbol** .



C Students Value: This indicates the number of Students to take from the Reserve (if available) at the start of the game and to replenish to when the Scholar performs the Rest Phase.



D 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.



E Speed: This value represents the number of linked Zones that the Scholar can travel during their turn (exception: Teleport and Secret Passage, page 19).



F Intelligence: This indicates the maximum number of Information Cubes that the Scholar can try to Collect during their turn by performing the *Study* Action.



G Stamina: A Scholar cannot have a number of Stun Tokens greater than their Stamina Value. When this limit is reached, the Scholar cannot take further Stun Tokens in any way. It is possible, when leaving the Exalted state, for a Scholar to have a number of Stun Tokens greater than their Stamina Value. In this case, discard the excess tokens.

If a Scholar starts their turn with a number of Stun Tokens equal to their Stamina, they must perform a **Rest Phase** (exception: Maximum Alert, page 24).



H Knowledge Combo: When a Scholar has this combination of Information Cubes, they receive one **Knowledge Token**, to be placed on the **Knowledge Slot (I)**.

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.

J 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 their exploration. In addition, the potential 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 Action (*see page 21*).



K Stars and Study Bonuses: Information Cubes placed on their Note Board also allow a Scholar to obtain the Stars necessary to submit their Thesis, as well as obtain 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. If the cube is subsequently Lost, the Star/Study Bonus is also lost.

Please note that there are two types of Stars (silver and gold) plus different border colors, but these are used in the expansions. In the core game, all Stars are considered equal.



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 their Note Board will be affected.



M Study Bonus: This numbered wheel is set to zero at the beginning of the game and can be turned to reveal blue numbers. These are bonuses to be added to the Scholar's Stealth Value when performing a **Study Action**.



TRICK CARDS

Trick Cards represent game Actions and Skills that Scholars can use. If the Trick Card deck is ever exhausted, reshuffle the discards to form a new deck.

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

- 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.



- Main Effect:** This effect allows Scholars to perform special Actions by following the instructions. The name of the Card (**A**), and its Activation Timing (**B**) always refer to its Main Effect. Each effect must be resolved 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."

A "/" between two effects means that you must choose one of them.



Some cards instruct you to do something "N" times. The number N represents is determined by another effect of the card. For example, the "Hunter's Trap" card instructs you to either Sacrifice 1 Student or draw N Students from the University and then place N Trap Tokens. The number of Trap Tokens you may place is the same as the number of Students sacrificed or drawn.

- Auxiliary Effects:** Each Trick Card has one or more Auxiliary Effects on its 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.

Please note that the Omega icon at the bottom right corner is used only in the solo-coop expansions.

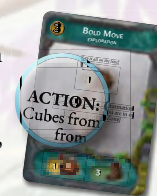


TRICK CARDS' TIMING

Trick Cards are played during one's own turn (exception: Instant and Reaction Cards), and only during the Movement and Action Phases.

All Trick Card effects **must be fully resolved** before anyone can play another Trick Card, except for Reaction Cards.

The Trick Cards that are labeled "ACTION" before the Main Effect text, consume the Action of the Scholar for that phase.



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



Instant: 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 effect before the effects of all other Cards played and still unresolved (including other Reactions previously played).

As long as these indications are respected, you can play as many Trick Cards as you want.

PRIORITY RULE

During a phase, the active player has the ability to play 1 Trick Card (if able). Once the active player plays a Trick Card (or announces that he does not want to play Trick Cards), the player to their left may play 1 Instant Trick Card, followed by the next player around the table (playing only 1 Card each). Remember that every single Trick Card played must be resolved before another can be played. This cycle continues around the table until no one wishes to play additional Trick Cards.

Reaction Cards can be played at any time to influence a newly played but unresolved Trick Card.

However, please note that the Stealth Test follows its own rules about playing Cards: during a Stealth Test each player will be able to play as many Cards at the same time as desired starting from the active player (see pages 20-22).





FATE CARDS

Main Effect

Fate Cards can be played to obtain 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 their Stealth Value, or instead the one in **red** to the Alert Value of a Zone.



EXPLORATION CARDS

Main Effect

Exploration Cards help Scholars move through the Zones, and obstruct their opponents with traps and tricks.

Auxiliary Effect

The Scholar can move by a maximum of Zones equal to the value indicated, even outside of their Movement Phase.



EFFECTS ICONS



SUBTERFUGE CARDS

Main Effect

Subterfuge Cards help Scholars to succeed in 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 value indicated in **blue** to their Stealth Value, or instead the one in **red** to the Alert Value of a Zone.



SOCIAL CARDS

Main Effect

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** (see page 6) the indicated number of Students (if any) and chooses a player (including themselves), then decides whether the selected player draws 2 Trick Cards or discards 1 random Trick Card.



MAGIC CARDS

Main Effect

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

Notoriety Cards allow Scholars to affect opponents' Actions and Steal Information Cubes and Students from them.

Auxiliary Effect

The Scholar Gains Students, taking them from the Campus Bonfire (if they are available).

GOOD		Gain a number of Students (N) from the Campus Bonfire (see page 27).
		Move your Scholar a maximum of N Zones (see page 16).
		Draw N Trick Cards.
DANGER		Draw N Students from the University and place them in the Bonfire area of the Campus Board.
		Sacrifice N Students (see page 6).
BAD		Take N Stun Tokens (see page 15).
		Discard N Trick Cards.
STEALTH		Add N to a Stealth Value during a Stealth Test.
		Add N to an Alert Value during a Stealth Test.
		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 either to their Stealth Value or to the Zone's Alert Value.



GAME TURN

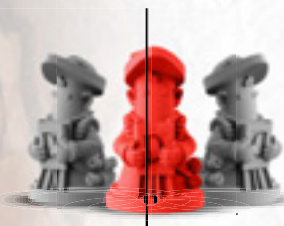
GAME OBJECTIVE



The aim of *Dungeonology* is to obtain more Points through:

- Thesis Submission
- Gaining Information Cubes
- Gaining Interns
- Avoiding Jinxes

STUDENTS AND GAME TIMING

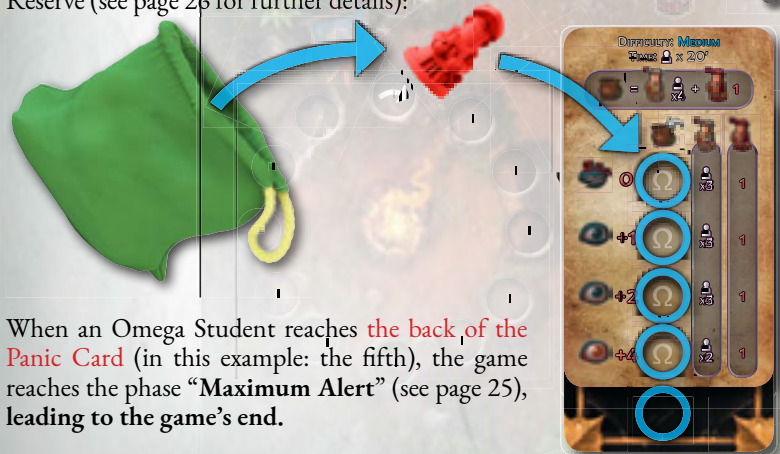


The arrival of Students from the University, besides giving support to the Scholars, also marks the passage of time in the game.

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



However, the **Omega Students**, sent by the mean Omega Fraternity to obstruct your venture, will go on the Alert Card, forcing the Scholar who found him or her to draw a **Jinx Card**. This raises the attention of the Dungeon inhabitants and makes all Ordinary Students currently at the Bonfire, as well as those drawn with the Omega Student, go to the Reserve (see page 26 for further details):



When an Omega Student reaches the **back of the Panic Card** (in this example: the fifth), the game reaches the phase “**Maximum Alert**” (see page 25), leading to the game’s end.

There is just one other event that will trigger the “**Maximum Alert**”, which is the first Successful Thesis submitted by any Scholar in the game.



TURN SEQUENCE



1. THESIS SUBMISSION PHASE

(Optional: *can trigger the Maximum Alert!*)

The Scholar tries to submit the studies carried out on the Clan that inhabits the Dungeon.

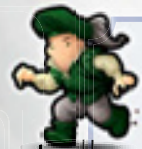


2. REST PHASE

(Can be mandatory: *ends the turn for this player!*)

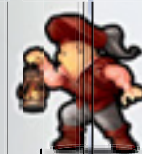
The Scholar recovers from the labors of exploration.

You can play Trick Cards only during these 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 requires an Action (see page 21).



5. END OF TURN PHASE

The Scholar draws Trick Cards up to their Hand Value, and reveals their Jinx Cards.



1. THESIS SUBMISSION PHASE



A Scholar may declare they are submitting their Thesis **only after** obtaining at least two Stars on their Note Board. They may declare their Thesis submission even if they have yet to examine the Clan Card (they are not yet in possession of the **Knowledge Token**). Proceed as follows:

1. The player places their Scholar in the **Starting Zone**.
2. The player secretly looks at the **Clan Card** (even if previously not allowed due to the lack of the Knowledge Token), and **calculates** their **score**, modified by the bonuses and penalties indicated on the Clan Card (bonus Points due to Students, 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 they have successfully submitted their Thesis without revealing their own score (be honest!), then puts the Clan Card back in its place. The game ends for that player, and the Scholar remains in the Starting Zone for the rest of the game. For the other players, the game continues from **Step 1** of the Maximum Alert (however, if the game had previously reached Maximum Alert the game continues from **Step 2**, see page 25).
 - **FAILURE:** If the score obtained is not enough, the player declares this and puts the Clan Card back in its place. The Scholar removes their highest value Information Cube (including Clan Card bonuses or penalties), draws a Jinx Card, and moves on to the End of Turn Phase... better luck next time!



KNOWLEDGE TOKEN

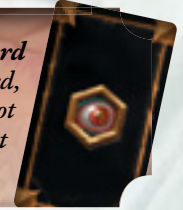
A player who manages to get the Knowledge Token by completing the **Knowledge Combo** on their Scholar Card, will be able to freely spy on the Clan Card for the rest of the game (being careful not to reveal it to other players).



2. REST PHASE

Each Scholar can perform this phase to reorganize and recover themselves. It is **mandatory** if a Scholar starts their turn with a **number of Stun Tokens equal to their Stamina** (exception: Maximum Alert, page 25). Proceed as follows:

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



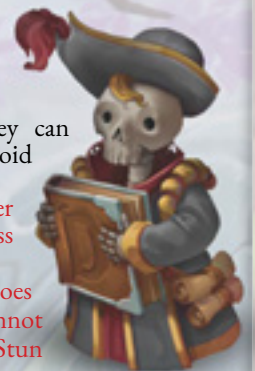
1. Transfer your Scholar directly to the **Starting Zone**.
2. Remove all of your **Stun Tokens**.
3. Discard 1 **Jinx Card** (see page 24).
4. Discard any number of **Trick Cards** from your Hand, then draw Trick Cards until you reach your Hand Value.
5. If you have less Students than your Student Value, Gain **Students** from the Bonfire to reach your Student Value (indicated on your Scholar Card). If there are not enough Students at the Bonfire, take them from the Reserve.
6. **Your turn immediately ends.**



STUN TOKENS

These represent the growing fatigue of each Scholar.

- A Scholar can have a **maximum number of Stun Tokens equal to their Stamina** (i.e. you cannot go beyond this limit by using an Ability that gives Stun Tokens).
- A Scholar who starts their turn with the maximum number of Stun Tokens (their **Stamina Value**), **must** perform the Rest Phase (exception: Maximum Alert, page 25).
- When a Scholar gains one of these tokens, they can immediately **Sacrifice a Student** (see page 6) to avoid obtaining it.
- **If at any time a Scholar has a Stun Tokens number greater than its Stamina value, it discards the excess ones.**
- **Owning Stun Tokens equal to your Stamina value does not affect your turn in any way, but a Scholar cannot activate any effect that requires you to obtain new Stun Tokens (e.g. : Valerio's Headbutt ability).**



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 do.

Only 1 Clan Card will be used in each game. It will indicate the target score for the Scholars' Theses and the Score modifiers.

- Illustration and Name of the Clan.**
- Thesis Target Score:** a necessary score to be able to submit a Thesis on the Clan that lives in the Dungeon. It must be obtained considering only the Points provided by the Clan-modified Information Cubes.
- Score Modifiers:** bonuses or penalties to the Points awarded **by each Information Cube**.





3. MOVEMENT PHASE



If a Scholar chooses to move, they can move through a number of Zones up to their **Speed Value** (see page 11).

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, their 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, while 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 numeral simply identifies the individual 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 for entering the Zones, not for exiting them.



STARTING ZONE

All Scholars start the game from this Zone, distinguished by a different tile back and identified by the *Dungeonology* logo on its front. It belongs to Floor I.

This is a **safe area** in which the Scholar must fear nothing. When a Scholar is in this Zone, they:

- Cannot be considered by any effect of the game
- Cannot be chosen as a target (not even by Bosses)
- Cannot be considered in Randomizations
- Cannot suffer the Effects of Trick Cards
- Cannot play Trick Cards

The Scholar is **transferred directly** to the Starting Zone when:

- Submitting their Thesis
- Performing the Rest Phase



MOVING AND PLACING NEW ZONES



If a 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 your Scholar is on.
2. **Link** it, choosing a side so that at least one Passage connects the two Zones (all tiles must be oriented in the same direction, with the top of the tile to the north).
If the Zones cannot be linked (usually due to a lack of matching Passages), place the drawn Zone Tile on the bottom of the pile and repeat steps 1 and 2 until you can connect one. If a connecting Zone cannot be found, the Scholar must move in another direction (or remain in their current Zone).
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 (but not a corner) with it.
- **Linked:** A Zone is considered Linked to all those which are Adjacent to it and share a legal exit with it: a Passage, a Secret Passage with matching letter (see next page), or Stairs (see page 19).

ZONES GLOSSARY

Zone - a single tile.

Floor - all the Adjacent and Linked Zones of the same Floor Level. Floor Levels are Adjacent to one another when they are only one number apart (I is Adjacent to II, but not to III). There are 3 Floors in the Fauns' Dungeon:

- I - Fauns' Woods
- II - Gaea's Sanctuary
- III - Primaevi's Domain

Area - a contiguous set of Adjacent Zones.

Please note that in the core game there can be only one Area, but expansions will allow the presence of more Areas in the same Dungeon.



ENTERING ZONES



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 an opponent stops the Scholar's movement, any remaining movement is lost.

ZONE EFFECTS



The icons shown at the top of the Zones are the Zone Effects, which are special features of the Zone 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.



Good Luck N / Bad Luck N: A Scholar who performs a Stealth Test in this Zone, after having generated their Stealth Value, performs Divination N (see page 13) and :
If the icon's number is **Blue**, adds the chosen card's Bonus Value to the Scholar's Stealth Value.
If the icon's number is **Red**, adds the chosen card's Bonus Value to the Alert Value.



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



Ambush N: When a Scholar enters this Zone, they must Sacrifice N Students (see page 6). If they cannot do so, they take a Stun Token (if already at maximum Stun and cannot Sacrifice a Student, they may not enter this Zone).



Stop: When a Scholar enters this Zone, their Movement Phase stops. Any movement obtained from other effects of the game also gets interrupted. However, the Scholar can use Trick Card effects to keep moving.



Toll N: A Scholar who enters this Zone must Drop N Information Cubes (see pages 22 and 23).



Stairs: See next page.



Boss: When a Scholar enters this Zone, if the Boss is not in the Dungeon, follow the "Sighting" instructions on the Boss Card, otherwise follow the "Activation" instructions.

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



Bivouac - ACTION: A Scholar may perform the Rest Phase without moving to the Starting Zone.
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.



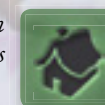
Secret Passage: A Scholar in this Zone can spend a movement step to move to a revealed Zone that has a Secret Passage with the same letter.



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/4 Points each): Information on magic, religion, or mystical arts of the studied Civilization.



Riches (10 Cubes/5 Points each): Information on the wealth possessed by the Civilization.



Caste (6 Cubes/6 Points each): Information on the command system and the Clan leaders of the researched Clan.



ZONE TOKENS



The following tokens are activated by Trick Cards, and count as new effects of the Zone in which they are located.



Teleport - ACTION: A Scholar may move to any revealed Zone of the Dungeon. To activate the teleport, you must possess at least one **Worship** Information Cube. The token remains for the rest of the game.



Secret Passage: This adds the Secret Passage Effect X to the Zone. The token remains for the rest of the game.



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, then the Trap Token is discarded. See the Zone Effects “Ambush”, “Stop”, and “Toll” (page 18) for the effects on the back of the Trap Token.

STAIRS



If you are **the first to enter** a Zone with the Stairs Effect:

1. Choose an Adjacent Floor Level (see Zones Glossary, page 17).
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 connects 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 Tokens** on those Passages.

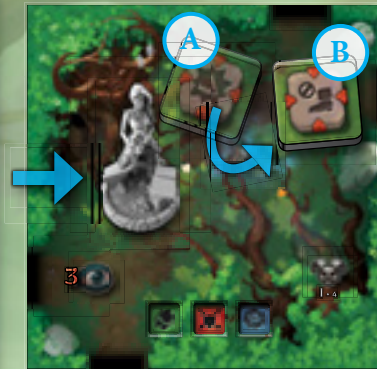


Stairs Token



Wall Token

EXAMPLE: TRAP TOKENS



Rebecca enters the “Old Ones’ Repose (I - 4)” Zone where another Scholar had previously 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, then the Trap Token is discarded.

EXAMPLE: STAIRS

Rebecca enters the “Grand Bacchanal (I - 2)” Zone and checks the Zone Effects. The “Stairs” Effect is activated, thus Rebecca reveals a lower Floor Zone (“Gaea’s Dolmen (II - 2),” 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 (I - 3)” that had been placed previously.

Note: even though it appears that a Stairs Token could be placed in the Passage between Gaea’s Dolmen and Shepherd’s Sanctuary, a Wall Token must be placed here because neither Gaea’s Dolmen nor Shepherd’s Sanctuary contains the Stairs Zone icon.





4. ACTION PHASE

In their turn, a Scholar has a **single Action** to spend during this phase, choosing **one** of the following options:

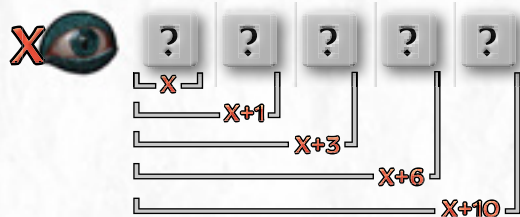
- **Study:** The Scholar tries to Collect Information Cubes from the Dungeon.
- **Espionage:** The Scholar tries to Steal Information Cubes from another Scholar.
- **Trick Card - ACTION:** The Scholar plays the Main Effect of a Trick Card, labeled as “Action.”
- **Zone Effect - ACTION:** The Scholar activates a voluntary Zone Effect.

STUDY



To Collect Information Cubes from the Zone in which the Scholar is located, they must perform a **Stealth Test** by proceeding as follows:

1. Check the Zone's **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 (cubes may not be skipped unless the corresponding column on the Scholar's Note Board is already full). This number cannot exceed the **Scholar's Intelligence 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:



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

3. The Scholar discards any number of **Trick Cards** (with a **minimum of 1**) and adds all of their **Bonus Values**, generating their **Stealth Value** for the current test.
4. The Scholar then adds their **Study Bonus** on their Note Board to their **Stealth Value**, and, **if there is a Divination effect in the room, it activates it.**

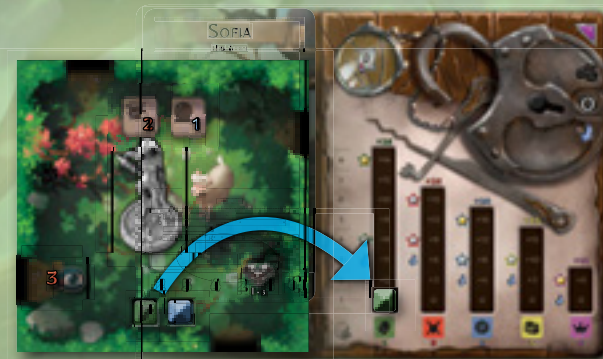
At this point, opponents may attempt to blow the Scholar's plans:

5. Proceeding clockwise, each player may play any number of **Trick Cards** using **their Main or Auxiliary effects** (Auxiliary Effects of Subterfuge, Fate, or Magic cards, and some Main Effects can modify the **Stealth Value** of the current player, or the **Alert Value** of the Zone in which it is located).
6. After all opponents have had a chance to play cards, the player performing the Study Action may 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**, they obtain a **Success** and will Collect the Target Information Cubes; otherwise, they obtain a **Failure** and the Scholar takes a Stun Token and draws a Student from the University.



EXAMPLE: STUDY



Sofia wants to Collect an Information Cube in the “Shepherd's Sanctuary (I - 3)” 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 the **Alert Card** has an additional **Study Penalty** 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 an additional **+1**, to **5** (see rule at left).



Zone Alert + Study Penalty

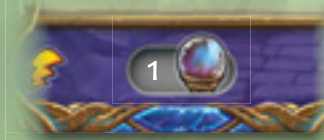
1. She plays 3 Trick Cards, adding their **Bonus Values** and reaching a **Stealth Value** of **4**.



2. Another Scholar plays an Auxiliary Effect 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 a 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



The Scholar can attempt to **Steal 1 Information Cube** from 1 opponent who is either in the **same Zone** or in an **Adjacent and Linked Zone**. When attempting this, *they must first Sacrifice 1 of their Students* (see page 6), then choose a Target Scholar and indicate an Information Cube on the Target's Note Board. The Target Scholar's Alert Value is equal to the Point value of the selected Information Cube, plus the number of Students in the Target's possession.

Ignore any Study Bonuses on the Note Boards and Study Penalty on the Alert Card for this test.



At this point they proceed as follows:

1. The Scholar taking the Espionage Action discards any number of Trick Cards (with a minimum of 1) and adds all their Bonus Values, generating their Stealth Value for the current test.
2. The player of the Target Scholar may play any number of Trick Cards their Main or Auxiliary effects (Auxiliary Effects of Subterfuge, Fate, or Magic cards, and some Main Effects can modify the Stealth Value of the current player, or the Alert Value of the target player).
3. The player taking the Espionage Action may play any number of Trick Cards in response to further increase their Stealth Value.

The last two steps are repeated until either player plays no further Trick Cards.

During a Stealth Test for an Espionage action, only the Scholar performing the action and the target one can play Trick Cards.

At this point, if the Scholar's Stealth Value is equal to or higher than the Target's Alert Value, they obtain a **Success** and Steals the Information Cube; otherwise, they obtain a **Failure** and the Scholar takes a Stun Token and draws a Student from the University.

TRICK CARD - ACTION



The Trick Cards that are labeled "ACTION" before the Main Effect text consume the Action of the Scholar when used.



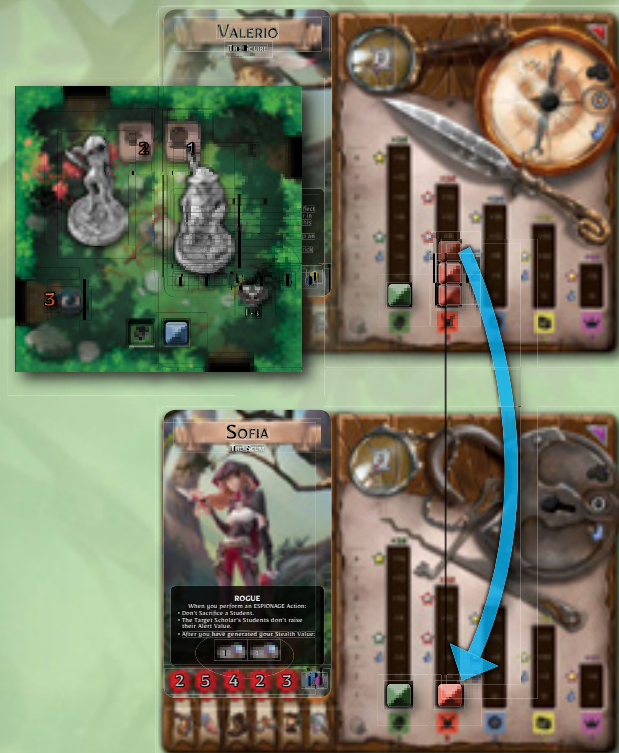
ZONE EFFECT - ACTION



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



EXAMPLE: ESPIONAGE

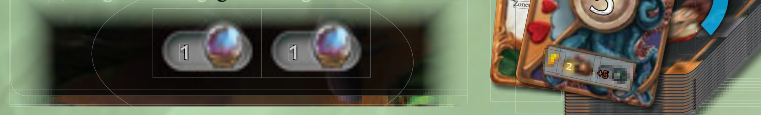


Sofia wants to Steal a **Militia** Information Cube from Valerio. To do so, she performs an Espionage Action. She needs to reach a Stealth Value of at least 3, because this is the Point Value of **Militia** Information Cubes, and Sofia, thanks to her Skill, ignores all Valerio's Students during an Espionage 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 a Divination 1 two times, drawing the whopping Fate Card with Bonus Value of 5, and a second Trick Card with a Bonus Value of 1, reaching a Stealth Value of 8.



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

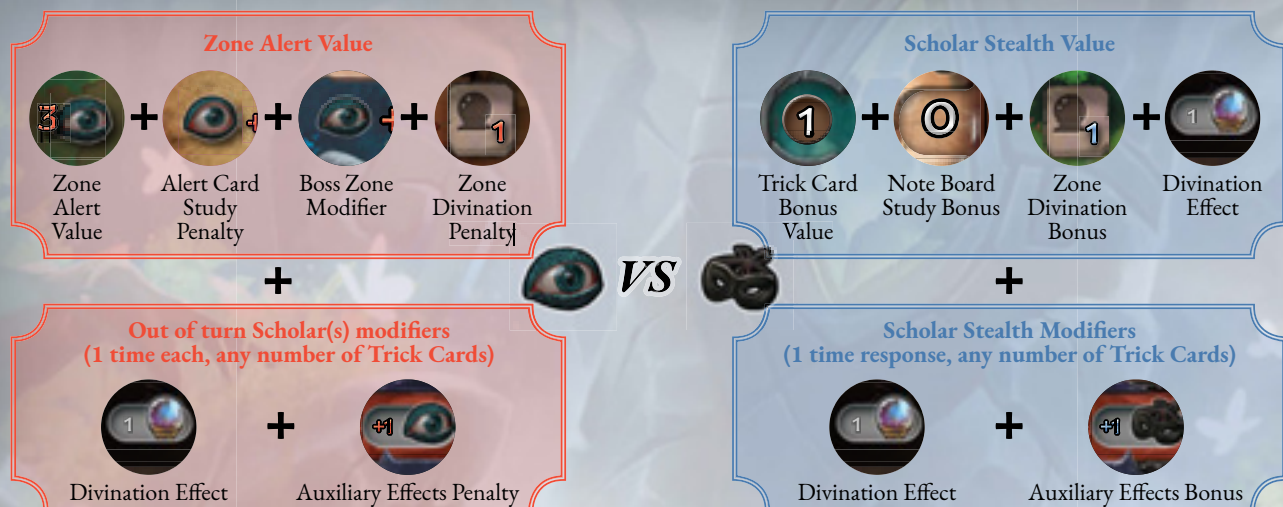
Her Stealth Test is a success, so she **Steals** the red Information Cube, the one highest up in the column of Valerio's Note Board, then she Gains it and places it in the first available slot of the **Militia** Column of her Note Board. Covering the number 0 of the column with the cube, Sofia scores 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.

STEALTH TEST SUMMARY

The goal of a Scholar during a Stealth Test is to equal or exceed the **Alert Value** indicated in the Zone (*Study*) or possessed by an opponent (*Espionage*). The player must generate a **Stealth Value** by playing Trick Cards, adding together their Bonus Values (and adding their Study Bonus for the Study Action).

Once a Stealth Value is generated, it can be changed only with effects such as Divination, the Auxiliary Effects of Subterfuge, Fate, and Magic Trick Cards, or Main effects that allow it.

STUDY



ESPIONAGE



INFORMATION CUBE KEYWORDS

◆ ◆ ◆ GAIN

“Gain” refers to whichever method a Scholar uses to obtain an Information Cube, whether Collect or Steal. Gained cubes are placed in the column on the Scholar’s Note Board with the corresponding color, in the first available slot, starting from the bottom.

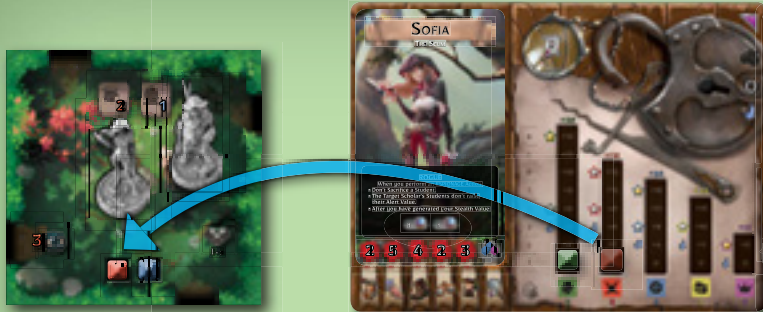
- Collect:** This indicates the act of taking an Information Cube from a Zone. When this Action is successful, the player who learned the information Collects the cube that represents it. When an Information Cube is Collected this way, it must always be taken from the first available in the Zone, in other words the leftmost one, unless an effect allows to select it (Choose). If 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 takes the cube that represents this information that is placed highest on the target’s Note Board. If the column on the Stealing Scholar’s Note Board in which the information should be placed is full, the information Stolen is Eliminated.

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. Information Cubes Lost from a Scholar’s Note Board are removed from the top of the column.

- **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. 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 Linked Zones. If there are no available slots, the Information Cubes are Eliminated instead.

EXAMPLE: DROP



Valerio uses his Skill to make Sofia Drop a Randomized 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.

- **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**” refers to the act of moving an Information Cube from the top of the column of your choice of your Note Board to that of another player. The Information Cube donated in this way is not considered Lost (see Lose, above). If the column in which the information should be placed on the receiving Scholar’s Note Board is completely filled, that Information Cube is Eliminated.

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 “Friendly Debt” Trick Card. Valerio then chooses to Give her the **Worship** Information Cube.

Protected Information: Even if Valerio had all of his cubes as *protected* Information, he would not be allowed to choose to not **Give** the cube to Sofia, as protection only applies to **Losing** Information

INTERN CARDS

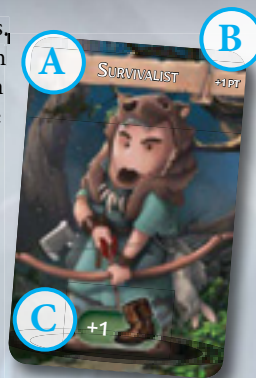
Intern Cards represent improved versions of the Students. Some Trick Cards allow Scholars to Gain Interns. When a Scholar plays one of these Trick Cards, they will Gain the corresponding Intern Card. The Intern Cards are composed of:

- Name
- End Game Bonus Points
- Effect

Once a Scholar acquires an Intern Card, they keep it close to their own Note Board. As long as they are 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 of Turn Phase, page 24).

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 Gain the Intern as described above, however Scholars who play the same Trick Card during the game will Steal the Intern from the current owner.



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 (protection does not apply to Giving Information, see above). A protected Information Cube can be donated voluntarily.





5. END OF TURN PHASE

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

1. The Scholar's face-down **Jinx Cards** are revealed and their effects are applied.
2. The Scholar **draws Trick Cards** to reach their Hand Value, if below it.
3. **The turn ends.**



JINX CARDS

Jinx Cards represent unfortunate situations which Scholars can fall into, often caused by an Omega Student or due to their enemies' scheming. Jinx Cards are 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**



Important: Jinx Cards are always drawn face down; they will be revealed during the next End of Turn Phase (the one for the active player).

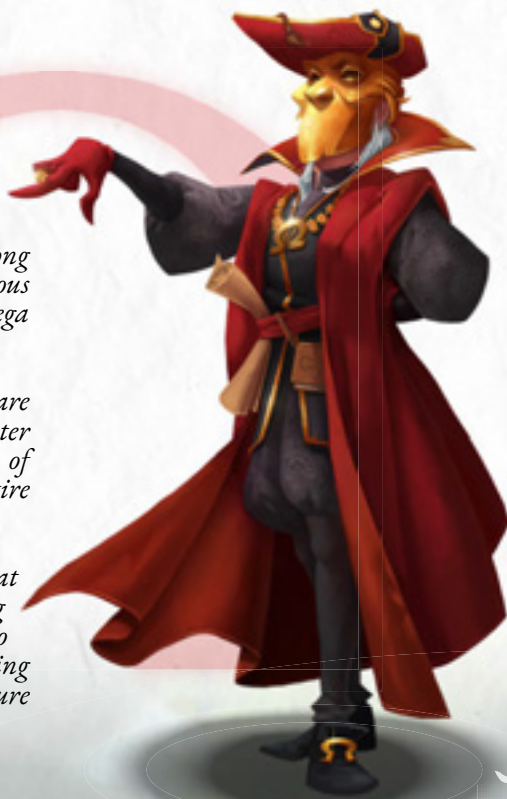
Please note that the Omega icon at the top right corner is used only in the solo-coop expansions.

OMEGA FRATERNITY

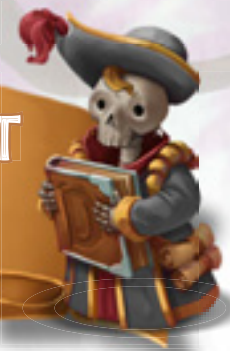
Rocca Civetta hosts many fraternities of Students. Among them, the most ambitious and influential is the Omega Fraternity!

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 Omega 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.



MAXIMUM ALERT & END GAME



HOW THE GAME ENDS



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

- **When the first Thesis is submitted**
If the first Thesis of the game is successfully submitted (see page 15), the game continues from *Step 1 of the Maximum Alert* (see page 25).
- **An Omega Student reaches the Panic Card**
If all the Omega Students slots on the Alert Card are filled up, and another Omega Student is drawn, the Alert Card is discarded and the Panic Card is revealed. The game continues from *Step 1 of the Maximum Alert*.
- **No more Information Cubes!**
In the rare event 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*.

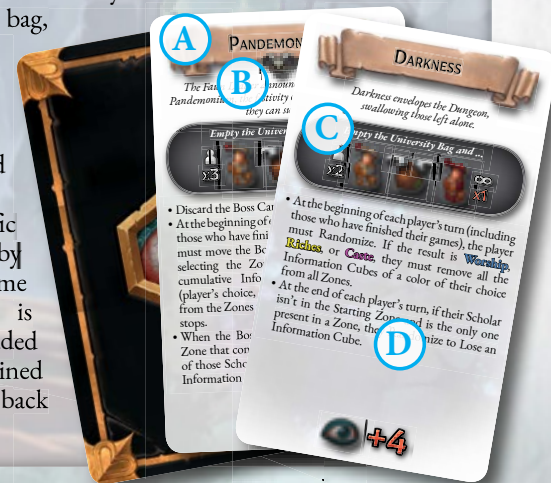
PANIC CARDS

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 face down 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**.

Panic Cards are structured as follows:

- Name**
- Dungeon Icon:** The presence of this icon indicates that the Card can be used only with that type of Dungeon. If there are indications about a Boss (eg. "Laetus only"), the Card can be used only with that Boss.
- Instruction to refill the University:** The Omega Student shown is accompanied by an icon of "infinity". This indicates that in the bag, from this moment on, there must always be an Omega Student. When this Omega Student is drawn, it must be put back inside the bag (and not in the Reserve).
- 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

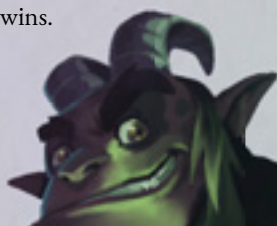


1. Reveal the **Panic Card** and apply its effects. Follow these rules (repeated on the back of the Alert Card):
 - The Scholars cannot perform the **Thesis Submission Phase** at the beginning of their turns. A Scholar who wants to **submit their Thesis** has to end their turn in the Starting Zone, regardless of the number of Stars they have, and immediately perform the Thesis Submission Phase starting with Step 2 (see page 15). After doing so, their game ends.
 - It is no longer possible to perform the **Rest Phase**, even through Trick Cards, Zone Effects, or Skills that would normally allow it. The Scholars that reach the maximum number of Stun Tokens cannot Rest, so they cannot take new Stun Tokens (and so may not perform actions that would result in the taking of Stun Tokens).
 - 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 through submitting their Theses) continue from *Step 4*.
 - If after the Omega Student has been drawn the University is empty, continue from *Step 4*.
 - If there are no more Information Cubes in any 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 their Note Board.
 - Add bonuses and subtract penalties specified in the **Clan Card**.
 - The first Scholar to have submitted their **Thesis** gets 10 extra Points, the second 7, the third 5, and the fourth 3.
 - Add the bonuses awarded by **Intern Cards**.
 - Subtract the penalties inflicted by **Jinx Cards**.

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

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

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



VARIOUS GAME ELEMENTS

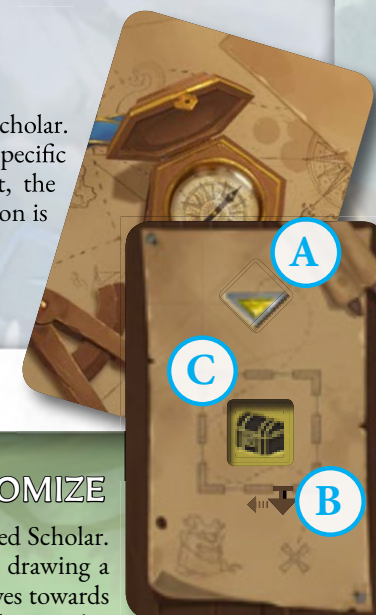
RANDOMIZER DECK

Whenever a rule or effect of the game requires a player to “**Randomize**,” this means that the player 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 instruction, the player required to do so 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.*

Randomizer Cards are 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.



EXAMPLES: RANDOMIZE

1: Drunk Laetus must move toward a Randomized Scholar. The player who activated him “Randomizes” by drawing a Randomizer Card. With the A result, Laetus moves towards the Scholar with the yellow Note Board. If during this movement, the Boss can choose between two Passages, the Passage indicated by **the arrow B**, or the first selectable Passage proceeding from it in a clockwise direction, is selected. Alternatively, this Card’s element may indicate a direction of movement (i.e., South for A).

...

2: Valerio’s Skill allows him to force an opponent to Drop a Randomized Information Cube. To decide which Information Cube the opponent will Drop, Valerio “Randomizes”. In this case he obtains **the result C**, and the opponent Drops a **Riches** Information Cube.

...

3: An effect of the game instructs players to move a Scholar in a Randomized direction. With the A result, the Scholar moves to the South, and if it was necessary to choose which Passage they should use, they would use the rightmost one, as indicated by **the B result**.



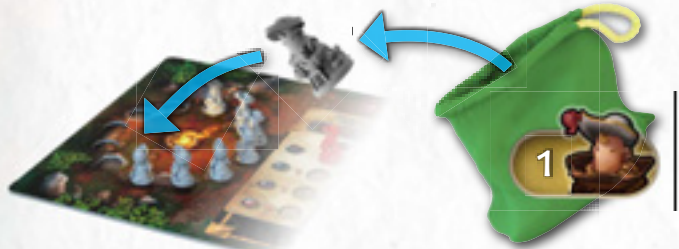
UNIVERSITY AND DRAWING STUDENTS

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

See the box "Alert Cards" (at right) 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:



- When Students are drawn, they must be drawn all together, and any Ordinary Students must be placed at the **Bonfire**. If all spots are filled, place any excess Students back in the Reserve.

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 **Omega Student** is drawn:

1. Resolve the Trick Card, if any, in progress.
2. All Students present in the Bonfire circle (and drawn along with the Omega Student) must be immediately placed in the Reserve.
3. The Omega Student is placed in the highest free slot specified by the Alert Card in use.
4. The player who drew the Omega Student draws a face-down **Jinx Card** (they will reveal it and apply its effects during the next End of Turn Phase; do not look at this Jinx Card until the End of Turn Phase begins).
5. Refill the University Bag as instructed by the Alert Card.




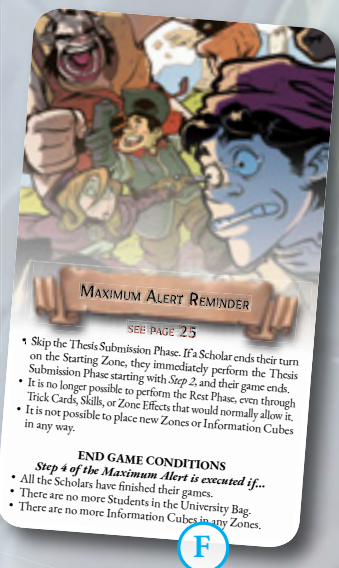
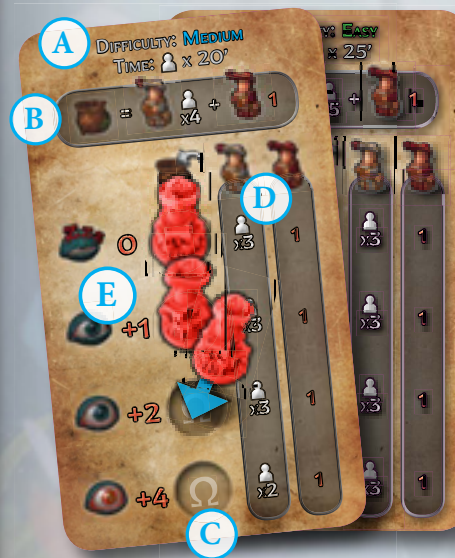
If the Omega Student was drawn and there are no remaining empty slots on the Alert Card, the Alert Card must be discarded. The **Maximum Alert** is triggered (see page 25) and apply its effects.

ALERT CARDS

Alert Cards are used to keep track of the Dungeon inhabitants' alert to Scholars. As Omega Students are drawn from the University, they will be placed on this Card, increasing the general attention of the inhabitants, or study object, towards the Scholars.

Alert Cards are structured as follows:

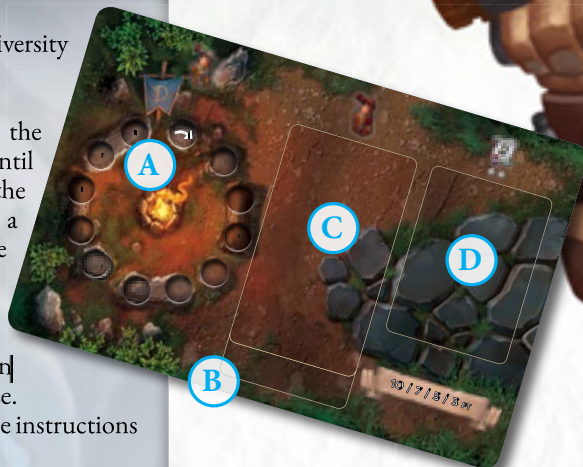
- A.** Instructions on **Difficulty** and **Average playing time** per player (players may set the Difficulty level by choosing which Alert Card to use).
- B.** Instructions to **set up the University** at the beginning of the game. The University must be filled with a number of Ordinary Students equal 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 Omega Students (1 in the example below).
 
- C.** Slots where **Omega 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 Omega Student (do not empty the University before refilling it). The University must be refilled with a number of Ordinary Students equal to the number of players multiplied by the indicated number, if available in the Reserve (12 in the example below, if there are 4 players), plus the indicated amount of Omega Students (1 in the example below).
- E.** The amount of **Study Penalty** to be added to each Zone's Alert Value when performing a **Study Action**. The value to be used is the one in the line filled in by the lowest Omega Student (in this example: +2).
- F.** Reminder of the **end game rules**.



CAMPUS

The Campus Board 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, they must take them from the Bonfire only if available, otherwise they will not Gain them (except during the Rest Phase, when they may be taken from the Reserve).
- 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.** Over 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 secretly drawn **Clan Card**.



LAETUS, THE CUP BEARER

Exploring the Dungeon, the Scholars will have to face Laetus, the grand cup-bearer of Orvieto's fauns; a colossus with an angry attitude, but one who can become the adventurers' best friend... just offer him a drink!

Quarrelsome Laetus will chase the Scholars to beat and kick them out of the fauns' domains. This version of Laetus increases the Stun Token rate that will appear during the game, and his movements can be better controlled by the current player to hinder the opponents they prefer.

Drunk Laetus wanders totally wasted around the Dungeon, making a mess. Tipsy and with blurred vision, Laetus could beat the Scholars, Steal information from them, or become their best friend by revealing the darkest secrets of the fauns' dominion.

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 searching the trail of the Scholars invading the creatures' dominion. These influential Clan leaders will do their best to obstruct the Scholars throughout their studies.



Each Dungeon has at least one of these phenomenal enemies, known as the Boss, who is activated by the **Boss icon** (only once per Scholar's turn). Each Boss has a personal Boss Card, which describes all the rules by which it can affect the game.

Each Boss Card is provided with:

- A. Name**
- B. Zone Modifier:** The presence of a Boss can raise the Alert Value of the Zone the Boss is in, by the number indicated, or add new Zone Effects to it.
- C. Illustration.**
- D. Sighting:** If a Scholar enters a Zone with the Boss Zone Effect, and the Boss model is not yet placed in any Zone, this effect is activated.
- E. Activation:** Whenever a Scholar enters a Zone with the Boss Effect, if the Boss model has already been placed in any Zone, activate this effect. If a Scholar activates a Boss while in their Zone, the Scholar does not suffer the consequences of an "Encounter" (see below) at the beginning of the Boss activation. The Scholar suffers these consequences only if the effects point to the specific Scholar (for example with a Randomized result) or if any movement of the Boss moves it and then brings it back to the Zone where the Student who activated it is located. *During a Scholar's turn, a Boss can only be activated once.*
- F. Encounter:** When the Boss *enters a Zone* containing one or more Scholars, this effect is activated.
- G. Profiles:** The Boss Card includes two profiles; it is possible to choose or randomly determine which to use during the game.

Boss Movement:

When a player must move a Boss, they must act in a way that results in more interaction with the game. The Boss can take advantage of the Secret Passages effects (but not Teleports), and ignores Blocked Zones.

If the Boss has to make a choice not contemplated in his card or in the rules, it is the player who activated it that chooses how to make it act.





VALERIO, THE SQUIRE

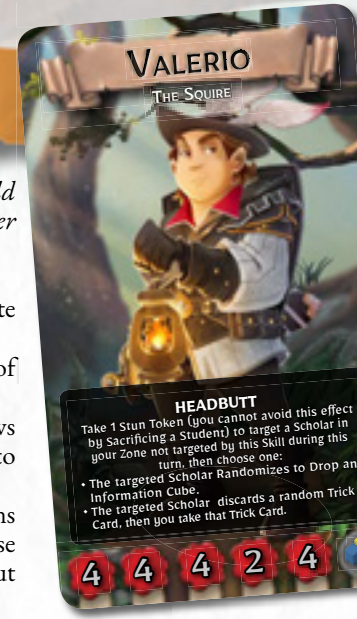
Valerio has always been a little bit of an explorer and adventurer, and could not miss the chance to follow his friends in this new adventure with his sister Sofia.

Valerio uses his Skills as a squire and his physical strength to compensate for his somewhat lacking academic training.

His **Headbutt** Skill allows him to manipulate the number of cubes of his opponents, or steal precious Trick Cards from them.

When Valerio is Exalted, he gets the **Heroic Headbutt**, which allows him to Collect all the information that his opponents Drop due to his headbutts.

Second Wind allows Valerio to better manage the Stun Tokens through his physical endurance, giving him the chance to use **Heroic Headbutt** continuously between rounds without having to rest.



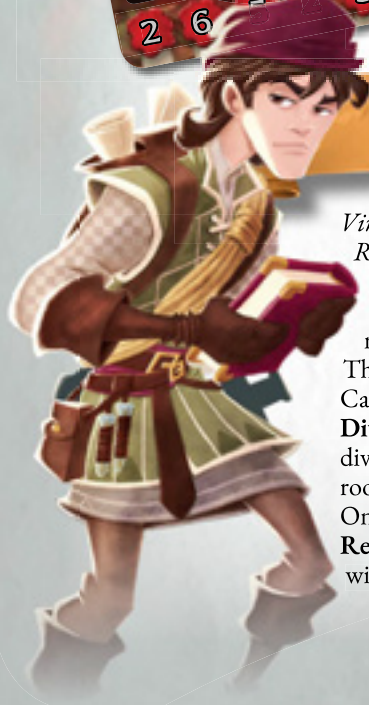
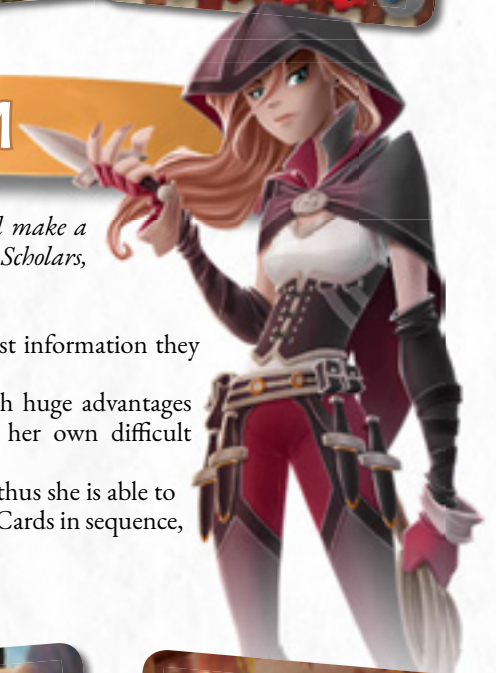
SOFIA, THE SCUM

Sofia, agile and smart, will never miss the chance to get rich and make a name for herself, and despite her bonds of friendship with the other Scholars, she is ready to do anything to win.

Sofia uses her speed to tail her opponents and then Steal the best information they have.

The **Rogue** Skill allows Sofia to use the Espionage Action with huge advantages compared to her opponents, helping her to complete even her own difficult Knowledge Combo.

Scoundrel Speed allows Sofia to perform two Actions per turn, thus she is able to use the Espionage Action, the Study Action, and powerful Trick Cards in sequence, creating incredible and versatile combos.



VINCENZO, THE NOVICE

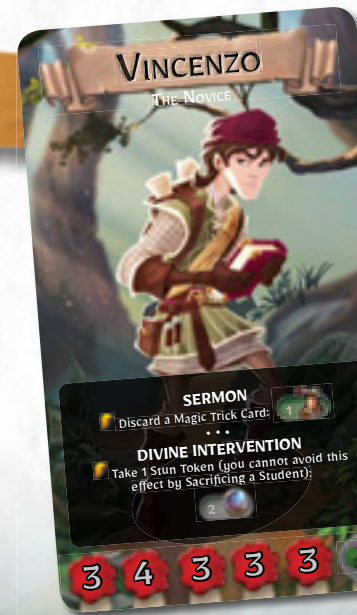
Vincenzo comes from an ecclesiastical school of Caserta, moved a few years ago to Rome's curia, and is now studying to become the next Dungeonology professor.

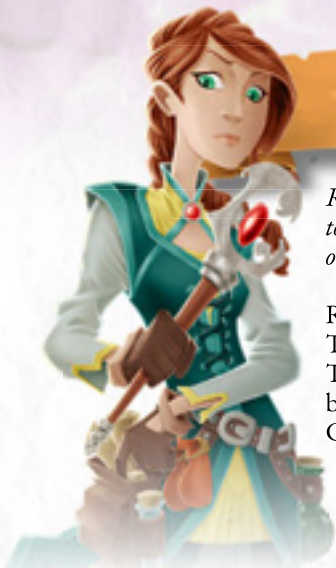
Vincenzo is the weakest Scholar of the group, but his faith allows him to make up for his shortcomings with determination.

The **Sermon** and **Inspired Sermon** Skills allow him to discard his Magic Trick Cards to recall Students, essential when he becomes Exalted.

Divine Intervention allows Vincenzo to be stunned and obtain powerful divinations to be used for his Stealth Tests, or to increase the Alert Value of the rooms in which his opponents perform Stealth Tests.

Once Exalted, Vincenzo gets one of the most powerful Skills in the game, **Repent**, which allows him to Sacrifice Students to Collect Information Cubes without performing Stealth Tests.





REBECCA, THE APPRENTICE

Rebecca, of Lucanian origin, has always lived in Rome. She moved to Rocca Civetta together with her friend Vincenzo to deepen her studies of the magical arts used by other races.

Rebecca is a straight-A student, always attentive and prepared. The **Magic Prodigy** Skill allows her to double the Bonus Value of all Magic Trick Cards, making the most of her high Intelligence. Once Exalted, this ability becomes **Magic Sight**, which allows her to automatically Collect Information Cubes by discarding Magic Trick Cards.

Research Arcana and **Ultimate Research Arcana** allow Rebecca to seek the essential Magic Trick Cards by discarding the Subterfuge Trick Cards in her hand.



FAUNS' WOODS

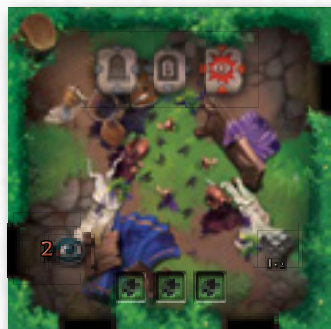


HUNTERS' BIVOUCAC

◆ 1-1 ◆

Hunter fauns rest in this Zone after their hunting expeditions. They finally succeeded in capturing Kingslayer, the powerful boar that killed King Robertone del Cervo.

This is one of the simplest Zones that the Scholars can enter, and also includes an access to the second Level, but be careful: the Boss can appear!

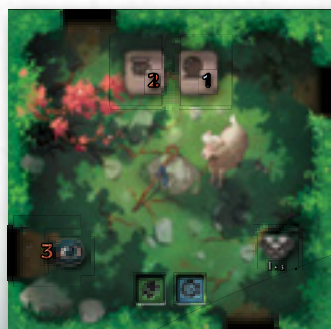


GRAND BACCHANAL

◆ 1-2 ◆

If there is one thing that fauns can do well, it's have fun! In this place you will find the leftovers of their last party, organized for a young sorceress who decided to leave and conquer the power of the Lodge of the Black Rose.

This place is calm and also includes an access to the second Level, as well as hiding a Secret Passage for hidden Cultivations. The Boss wanders around this Zone too, so... better be careful!

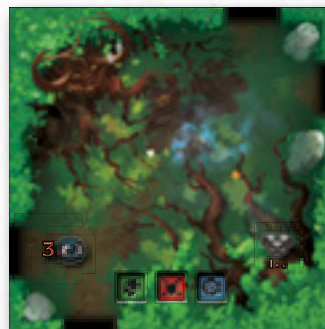


SHEPHERDS' SANCTUARY

◆ 1-3 ◆

Shepherd fauns keep the flock in this place. The sheep are grazing, but Belly, the elder of the flock, stays here to check that no one steals her master's precious pasture.

In this Zone it is possible to find the first traces of fauns' magic, used to keep the sheep's pastures green. Anyway, beware of Belly: she can alert the fauns!

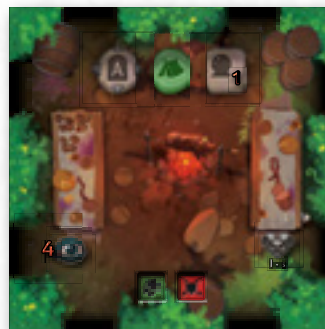


OLD ONES' REPOSE

◆ 1-4 ◆

The legend says that the first fauns who lived in these places decided to merge with nature to defend their own kind. The Old Ones, trees with faunal faces, rest in this place, inhabited by little white spirits.

In this Zone there are no dangerous Effects, and by facing a relatively low Alert Value, the Scholar will be able to unveil secrets about the Old Ones and their magic.



WORKERS' CONVIVIUM

◆ 1-5 ◆

Fauns are setting up a post-work party in the vineyards. Stacks of food and wine are ready, a pig sizzles on the fire, while a famous cook is hidden among the delicacies. Here the Scholars will be able to use the Secret Passage to reach the Slums. This cozy setting allows them to perform simple Rests thanks to the Bivouac effect, but beware: fauns are jealous of their food!



DANCING BLADES ARENA

◆ 1-6 ◆

War-dancer fauns train in this arena from dawn to dusk. Heroes were born in this place, and famous warriors have fallen. Among the fighters' relics, ancient weapons from remote places are hidden.

Fauns fight and don't pay any attention to the Scholars, who can learn the secrets of faunal martial arts. Too bad the distracted Scholars tend to end up under their blades!

GAEA'S SANCTUARY

CONVENTICLE OF THE FLAME

◆ II-1 ◆

Here the shaman fauns raise prayers to the great primeval flame. It is said that their songs occasionally summon fire spirits. One of them hides waiting for its master to return.

The flames make it dangerous to study in this Zone, and your failures are paid for dearly, but the more daring Scholars will be able to learn the shamanic arts of the pyromancer fauns.



GAEA'S DOLMEN

◆ II-2 ◆

The legends say that in this Zone the fauns keep their most precious artifact, the Blood of Gaea, which came from the Stars by the will of the goddess herself, protectress of the Primaevi.

The mere presence of the Blood of Gaea causes the immediate death of the poor Students hiding in this Zone, but it is crucial for the Scholars to unveil the secrets of the fauns' greatest treasure!

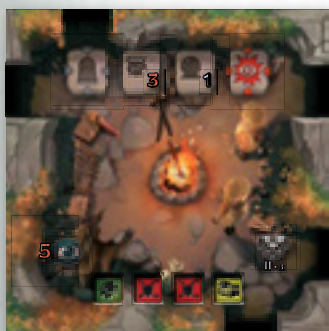


MILITIA CAMP

◆ II-3 ◆

Here the ordinary faun militia is trained. The bonfire is always on; its flames guard the ancient Firelink Sword, which reminds warriors that the flame of their soul must never die out...

This highly dangerous Zone allows entry to the third Level of the Dungeon (or back to Level I for the faint-of-heart). Studying the secrets here is very dangerous, and despite the fact that the flame of the bonfire can help your observations, Scholars have to deal with the Boss.



SLUMS

◆ II-4 ◆

In the slums live the fauns with the worst reputation. Here you will find brigands and cutthroats that do not despise the human presence, but only if they can take advantage of humans and gain something from them.

Here, the Scholars can use the Secret Passage to the Worker's Convivium, as well as being able to rest in the brigands' tents, provided they know some juicy secrets about the fauns' treasures.

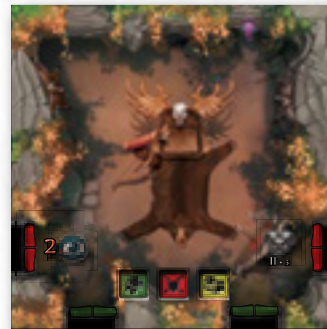


TROPHY ROOM

◆ II-5 ◆

This is the trophy room, where the leader of the hunter fauns hosts his subordinates and shows off his latest prey, including a very rare specimen of purple alpaca.

This Zone is generally empty and excellent for unveiling secrets about fauns' treasures, but its Doors are sealed well, and the Scholars will need specific information before they can enter.



BARDS' GATHERING

◆ II-6 ◆

Singer fauns gather in this place to practice and write new odes and songs for the next bacchanals. Among drums, lutes and flutes, Scholars must be careful to not make a sound!

The bards are renowned blabbermouths, and hidden within their rumors and songs, the Scholar will be able to learn gossip, arcane secrets and even private facts concerning the Clan leader.



PRIMAEVI'S DOMAIN



WARRIORS' QUARTERS

◆ III-1 ◆

The strongest warriors of the Clan gather in this Zone to temper their blades and forge new weapons. Among them are trophies taken from powerful defeated enemies from distant lands, such as the celebrated Spartan!

This Zone is deadly for the Students and one of the most dangerous in the Dungeon. It allows you to go back to the second Level. The Boss often visits this Zone.



RITUALISTS' CAVES

◆ III-2 ◆

Among the arcanist fauns there are experts in black magic who try to communicate with other worlds and external and distant entities. It seems that among the artifacts in their possession there is also one of the mysterious Goblets of the Dungeons...

The Doors of this Zone are well defended, and entering it will require specialized Information. Magical forces guard the information kept here, which represent the oldest spells mastered by the spiritual leaders of the Clan.

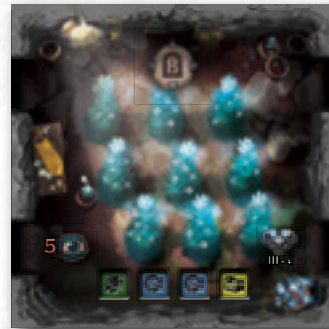


PACK LEADER MEETING

◆ III-3 ◆

The council chamber of the Clan leaders is one of the places in which the fauns' greatest secrets are kept. Entering here allows you to unveil them and to observe very rare artifacts, such as the Indestructible Ring.

Scholars need information about the guards to enter this room, and the Boss often comes through here, but once the Scholars have entered, they will be able to Collect very important information for their studies.



HIDDEN CULTIVATIONS

◆ III-4 ◆

The Faun Grass crops are one of the most dangerous places in the faun domain. Here the famous alchemists, White Faun and Pink Faun, cultivate the plants from which they produce magical crystals!

From here you can quickly go back to the first Level, accessing the Grand Bacchanal. In these supernatural croplands, magical substances and hidden treasures can be found in abundance.



OLD DRAINAGE

◆ III-5 ◆

Fauns don't pollute! They throw rubbish into this drainage, which seeps into the center of the earth. However, from within this stinking sewage precious lost treasures can be found, and even strange talking cucumbers!

This foul sewage stops the Scholars' exploration, but the Zone also allows them to go back to the second Level. Digging in the dirt they can find lots of information and true treasures!



WORSHIP HALL

◆ III-6 ◆

Here resides the Clan matron. Incredible secrets and treasures await the brave Scholars who manage to get here, but beware of what is hidden in the chests (or of the chests themselves...).

The halls of the great leader of the fauns are the most dangerous in the Dungeons. The Students will have a very short life here and the Boss is always lurking, but the information found here is the most valuable by far.



LUDUS MAGNUS
STUDIO

Dungeonology: The Expedition - Rulebook v.1.2

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