



WAVE 1 CARDS LIST

(V1.0)

DUNGEONOLOGY CORE BOX

Trick Cards (standard)

- Cautious Pace x3
- Hunter's Trap x3
- False Instructions x3
- Expert Survivalist x2
- Train Guard x2
- Secret Passage x2
- Makeshift Camp x1
- Bold Move x1
- Animal Companion x1
- Hide and Seek x3
- Pursuit x3
- Tactical Placement x3
- Quick Swap x2
- Light-Fingered x2
- Dark Ways x2
- Shadow x1
- Blow from Behind x1
- Train Spy x1

- BOMF! x3
- Invisibilus x3
- Equal Exchange x3
- Snoramus x2
- Love Potions x2
- Nominate an Apprentice x2
- Tempomaximus x1
- Declassification x1
- Chronomy x1
- Research Grant x3
- Really Famous x3
- Employ an Architect x3
- Financiers x2
- Appoint Deacon x2
- Nominate a Deputy x2
- Hire a Secretary x1
- You Don't Know Who I Am! x1
- Promote a Bard x1
- Do Me a Favor x3
- Exchange of Ideas x3
- Friendly Debt x3
- Old Friend x2
- Help x2
- Whiner x2
- Blackmail x1
- Yeah, You Thought About It... x1
- Hangover x1
- Fate Cards (4) x10
- Fate Cards (5) x5

Clan Cards (standard)

- Dancers of Pandemonium x1
- Chanters of Gaea x1
- Blood Worshipers x1

Scholar Cards (tarot)

- Vincenzo x1
- Valerio x1
- Rebecca x1
- Sofia x1

Maximum Alert Cards (tarot)

- Easy x1

- Medium x1
- Hard x1
- Introductory Game x1

Panic Cards (tarot)

- Darkness x1
- Pandemonium x1
- Angered Laetus x1

Boss Cards (tarot)

- Quarrelsome Laetus/Drunk Laetus x1

Intern Cards (mini)

- Bard x1
- Animal Companion x1
- Survivalist
- Guard x1
- Architect x1
- Secretary x1
- Deputy x1
- Deacon x1
- Apprentice x1
- Spy x1

Jinx Cards (mini)

- Tone-Deaf Bard x1
- Vow of Generosity x1
- Amnesia x1
- Argument With The Dean x1
- Underground Psychosis x1
- Vow of Sincerity x1
- The Sneeze Curse x1
- Notes on Fire x1
- Assassin's Target x1
- Shamanic Charm x1
- Depressed x1
- Poisonous Mushrooms x1
- Laced Wine x1
- Screaming Candy x1
- Crippled x1

Other Cards

- Randomizer (mini) x12

CIRCE'S BAY

Trick Cards (standard)

- Protect me x3
- Read the Cards x3
- Siren's Chant x3
- Faithful Lion x2
- Call Intern x2
- Paranoia x2
- Subdue Intern x1
- Charm x1
- Witch Ally x1
- Fate Cards (4) x2
- Fate Cards (5) x1

Clan Cards (standard)

- Philosophers of the Rind x1
- Wild Pack x1
- Egg Reades x1
- Greedy Donkeys x1

Scholar Cards (tarot)

- Rocco x1

Manimal Cards (tarot)

- Pigman/Pigirl x2
- Doguy/Dogal x2
- Roosterman/Henlady x2
- Jackass/Jenny x2

(ATTENTION: one per type of the Manimal Cards in Spanish has been mistakenly printed in Polish. They will be inserted in the material of the Wave II. This will not affect your games in any way, the Manimal cards are simply a reminder for Manimals rules, and you have 4 of it instead of 8.)

Boss Cards (tarot)

- Sorceress/Goddess Circe x1
- Furious/Commande Leonida x1

Panic Cards (tarot)

- On Fire! x1
- Lion's Roar x1
- Circe's Fury x1

Intern Cards (mini)

- Fortune Teller x1
- Leonine Guard x1
- Witch x1

Other Cards

- Path Card (standard) x2
- Reference Card (standard) x2

ERASMUS

Scholar Cards (tarot)

- Raul x1
- Ichcaupilli x1
- Habibi x1
- Meher x1

Other Cards

- Cat Master Card (standard) x1
- Mystical Mask Card (standard) x1