

card no	Type	Name	Category	Effect1	Effect2	Effect3
E-1	EVENT	Fall of Ceiling	Event	DX-Check: 3 or more	In failure, you suffer 5 points of HP damage and 3 points of MP damage	
E-2	EVENT	Weeping Statue (Banshee)	Event	DX-Check: 5 or more	In failure, you suffer MP damage equal to the shortfall to the required value	
E-3	EVENT	Subsidence of Room	Event	DX-Check: 7 or more	In failure, you suffer 5 points of HP damage	
E-4	EVENT	Nasty Noise	Event	IN-Check: 3 or more	In failure, you suffer 3 points of MP damage.	
E-5	EVENT	Hunch for Settlement (Inspiration)	Event	IN-Check: 4 or more	In success, 2 of MP damage-counters are removed.	
E-6	EVENT	Moving Tool	Event	IN-Check: 4 or more	In failure, you suffer 2 points of HP damage.	
E-7	EVENT	Secret Corridor (Wall)	Event	IN-Check 6 or more	In success, 2 of MP damage-counters are removed.	If there are any walls, you find a door on one of them. You can pass through it hereafter.
E-8	EVENT	Unidentified Fog	Event	IN-Check: 6 or more	In failure, you suffer 5 points of MP damage.	In addition, you go straight on 2 more tiles if possible.

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E-9	EVENT	Doppelganger's Persuasion	Event	IN-Check: 7 or more	In failure, you try to go to [T-17 Entrance] from your next turn. At the begging of each turn, you make IN-Check again until you succeed it.	If [T-17 Entrance] has not appeared yet, this Event has no effect.
E-10	EVENT	Temptation	Event	IN-Check: 8 or more	In failure, you try to go to [T-22 Balcony] from your next turn. At the beginning of each turn, you make IN-Check again until you succeed it.	If [T-22 Balcony] has not appeared yet, this Event has no effect.
E-11	EVENT	Confined!	Event	ST-Check: 5 or more	In failure, you suffer 2 points of MP damage.	From your next turn, you can move if you have some "KEY" or [I-16 Weapon Pistol]. If not, you have to make ST-Check again at the beginning of each turn until you succeed it.
E-12	EVENT	Fire!	Event	ST-Check: 5 or more	In failure, you suffer HP damage equal to the shortfall to the required value.	
E-13	EVENT	The other Doors is Locked!	Event	ST-Check: 5 or more	All the doors except the one you have just entered through are locked	When you use some "KEY" or [I-16 Weapon: Pistol] , all the doors are unlocked
E-14	EVENT	Eeriness of Enemy	Event	ST-Check: 6 or more	In failure, you suffer 5 points of MP damage.	If you drop [I-9 Diary] here, you suffer no damage.

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E-15	EVENT	Strange Omen	Event	WP-Check: 3 or more	In failure, you suffer 3 points of MP damage.	
E-16	EVENT	Statue with Fallen-Head	Event	WP-Check: 4 or more	In failure, you suffer MP damage equal to the shortfall to the required value.	
E-17	EVENT	Hallucination	Event	WP-Check: 4 or more	In failure, you suffer 5 points of MP damage.	
E-18	EVENT	Light Extinguished	Event	WP-Check: 4 or more	In failure, you suffer 3 points of MP damage.	
E-19	EVENT	Cruel Scene	Event	WP-Check: 6 or more	In failure, you suffer 5 points of MP damage.	
E-20	EVENT	Blood Rain	Event	WP-Check: 6 or more	In failure, you suffer MP damage equal to the shortfall to the required value.	
E-21	EVENT	Despair	Event	WP-Check: 6 or more	In failure, you suffer 5 points of MP damage.	
E-22	EVENT	Moving Picture	Event	WP-Check: 8 or more	In failure, you suffer MP damage equal to the shortfall to the required value.	In success, you find a door on a wall if there are any. You can make one more movement through the door.
E-23	EVENT	Tragic Future	Event	IN-Check: 6 or more	In failure, you suffer 4 points of MP damage.	
E-24	EVENT	Weapon Destruction	Event		If you have any [Weapon: --], it is destroyed.	

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E-25	EVENT	Star of Hopes	Event		Remove 3 of MP damage-counters.	
E-26	EVENT	Contorted Space-time	Event	WP-Check: 6 or more	In failure, you have to change locations with another player who is on the farthest tile from	
E-27	EVENT	Unearthly Melody	Event		Discard 1 Insanity-card.	
E-28	EVENT	Spring of Miracle	Event		Remove 5 of HP damage-counters.	
E-29	EVENT	Poltergeist	Event	WP-Check: 4 or more	In failure, you suffer 5 points of HP damage.	
E-30	EVENT	E-30 Fettered Footsteps	Event	WP-Check: 5 or more	In failure, you suffer 10 points of MP damage.	
E-31	EVENT	Headless Knight	Monster	HP -	MP 15	HP or MP attack of its choice
E-32	EVENT	Ghost	Monster	HP -	MP 10	MP attack only: Multiple Attack
E-33	EVENT	Dead Adventurers	Monster	HP 10	MP 10	HP attack only
E-34	EVENT	Floating Head	Monster	HP 15	MP 10	HP or MP attack of its choice: Multiple Attack
E-35	EVENT	Golem	Monster	HP 20	MP -	HP attack only: Double damage (differences * 2)
E-36	EVENT	Rat	Monster	HP 5	MP 1	HP attack only: Multiple
E-37	EVENT	Bloody Prophet	Monster	HP 5	MP 15	MP attack only
E-38	EVENT	Zombie	Monster	HP 7	MP -	HP attack only
E-39	EVENT	Dancing Skelton	Monster	HP10	MP -	HP attack only: Multiple
E-40	EVENT	Mechanical Robot	Monster	HP39	MP -	HP attack only: Multiple

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E-41	EVENT	Whispering Bauty	Monster	HP -	MP 10	HP attack only: Free Attack in the 1st round (you can cancel it by using a Court/Ace card).
E-42	EVENT	Stark Raven	Monster	HP 10(*)	MP 5	HP attack only: Multiple Attack / (* If you have [I-16 Weapon: Pistol] you can attack Stark
E-43	EVENT	Huge Serpent	Monster	HP 20	MP 10	HP attack only: Double damage (differences* 2)
E-44	EVENT	Ghoul	Monster	HP 10	MP -	HP attack only
E-45	EVENT	Vampire	Monster	HP -	MP 30	HP attack only: Multiple Attack (draw 2 judge-cards and apply the higher one to
E-46	EVENT	Cave-in!	Trap	DX-Check: 6 or more	In failure, you suffer 5 points of HP damage.	In addition, you fall to [T-21 Chute-Landing] if it has already appeared.
E-47	EVENT	Poison Needle	Trap	DX-Check: 6 or more	In failure, you suffer 5 point of HP damage.	
E-48	EVENT	Gas	Trap	DX-Check: 7 or more	In failure, you suffer 5 points of HP damage and 5 points of MP damage	
E-49	EVENT	Cage	Trap	DX-Check: 7 or more	In failure, you cannot move until other players come to the same tile as you.	Afterwards, you make DX-Check again at the beginning of your turn until you succeed it.
E-50	EVENT	Mechanical Trap	Trap	DX-Check: 4 or more	In failure, you suffer 10 points of HP damage.	

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E-51	EVENT	Explosion	Trap	DX-Check: 6 or more	In failure, you suffer 8 points of HP damage.	
E-52	EVENT	Iron Maiden	Trap	DX-Check: 3 or more	In failure, you suffer 10 points of HP damage.	Afterwards, you suffer 1 points of HP damage at the beginning of each turn (If you own [I-19 Key of Tower] or use [I-2/I-3 Ointment], you do not suffer this damage again).
E-53	EVENT	Jump	Trap	DX-Check: 9 or more	In failure, you suffer 5 points of MP damage.	
E-54	EVENT	submergence	Trap	IN-Check: 6 or more (a good idea flashes into your mind)	or ST-Check: 7 or more (escape by your strength)	
E-55	EVENT	Jack-in-the-Box	Trap	WP-Check: 8 or more	In failure, you lose one item randomly.	
P-1	EVENT	Unparalleled Architect	Monster	HP -	MP 30	HP attack only: Multiple Attack (draw 2 judge-cards and apply the higher one to