

| card no | card type | Name | category | effect1 | effect2 |
|---------|-----------|-------------------|------------|--|--|
| I-1 | Item | Ointment | Disposable | | Remove 3 of HP damage- |
| I-2 | Item | Ointment | Disposable | | Remove 3 of HP damage- |
| I-3 | Item | Locket | Disposable | | Remove 3 of MP damage- |
| I-4 | Item | Ladder | Continuous | You can go upstairs to [T-20 Chute] from [T-21 Chute-Landin] if you have this item with you. | If you drop this item on [T-21 Chute-Landing], anyone can go upstairs to [T-20 Chute] hereafter. |
| I-5 | Item | Ladder | Continuous | You can climb up to [T-20 Chute] from [T-21 Chute-Landin] if you have this item with you. | If you drop this item on [T-21 Chute-Landing], any one can climb up to [T-20 Chute] hereafter. |
| I-6 | Item | Key | Disposable | | Remove 2 of MP damage- |
| I-7 | Item | Tranquilizer | Disposable | | Remove 3 of MP damage- |
| I-8 | Item | Tranquilizer | Disposable | | Remove 3 of MP damage- |
| I-9 | Item | Diary | Disposable | | Increase Movement-Point by 1 |
| I-10 | Item | Potion of Stamina | Disposable | | Remove 5 of HP damage- |
| I-11 | Item | Drill | Disposable | Create a new door on a wall which has no door. | |
| I-12 | Item | Amulet | Disposable | In Battle, Enemy cannot act at all in this round. | Enemy cannot defense itself, either. |
| I-13 | Item | Dynamite | Disposable | In Battle, the player who uses this item can make Free-Attack. | If he/she causes damage to Enemy, it is doubled. |
| I-14 | Item | Map | Disposable | You may open 2 new tiles ahead of any 2 doors. | You have to stop movement when you enter one of these newly-opened tiles. |

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| I-15 | Item | Weapon: Brass Knuckles | Continuous | Add +1 bonus to your ST- | |
| I-16 | Item | Weapon: Pistol | Continuous | Add +1 bonus to your ST- | |
| I-17 | Item | Skelton Key | Continuous | You can discard 1 Insanity-Card of your choice immediately after you gain | |
| I-18 | Item | Mirror (Talisman) | Continuous | Mirror rebounds damage from Enemy to itself. | (HP damage to HP, MP damage to MP) |
| I-19 | Item | Key of Tower | Continuous | This item can be used as an antidote. | You do not need to discard this item. |
| I-20 | Item | Amplifier of Supernatural Power | Continuous | You are able to make Mental Attack while you own this | |
| I-21 | Item | Grimoire | Continuous | IN-Check: 6 or more | In success, you are able to make Mental Attack hereafter. |
| I-22 | Item | Bunch of Keys | Continuous | WP-Check: 6 or more | In success, you are able to make Mental Attack hereafter. |
| I-23 | Item | Cross Key | Continuous | Your current Maximum MP increases by 10 while you own this item. | When you lose this item, your Maximum MP returns to the initial one. |
| I-24 | Item | Doll | Disposable | You suffer MP damage by 5. | You can remove 5 of HP damage-counters instead. |
| I-25 | Item | Sacred Scepter | Disposable | You can discard 2 Insanity-Card. | |