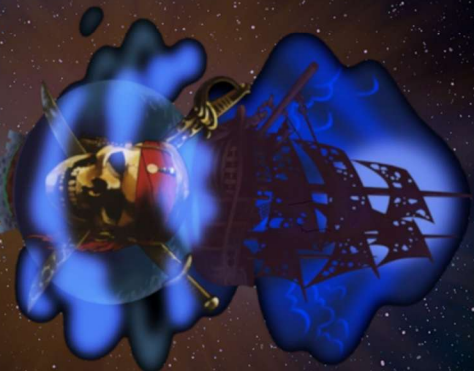


LAND OF DRAGONS



PORT ROYAL

Roll a Die: 1-2) Nothing
3-4) Steal 2 Munny from any player
4-6) Steal 1 Weapon from any player



BEAST'S CASTLE

Roll a die to decide what you find in the castle:
1) Obtain a Navi-Gummi Block 2) Obtain an AP Boost
3) Obtain a Postcard 4) Gain 3 Munny 5-6) Become a Heartless



PRIDE LANDS



TIMELESS RIVER


Pay 2 Munny to gain a STR.



SPACE PARANOIDS

Challenge the player on your left in a Light Cycle race:
Fight them in Combat using MAC. If you win, gain a STR or MAC.
If your opponent wins, they gain 1 Fate. Losers are not penalized.





DIVE TO THE HEART

Roll a die to decide your destiny:

- 1) Obtain a Dream Sword
- 2) Obtain a Dream Shield
- 3) Obtain a Dream Rod
- 4) Gain 3 Fate
- 5-6) Become a Heartless



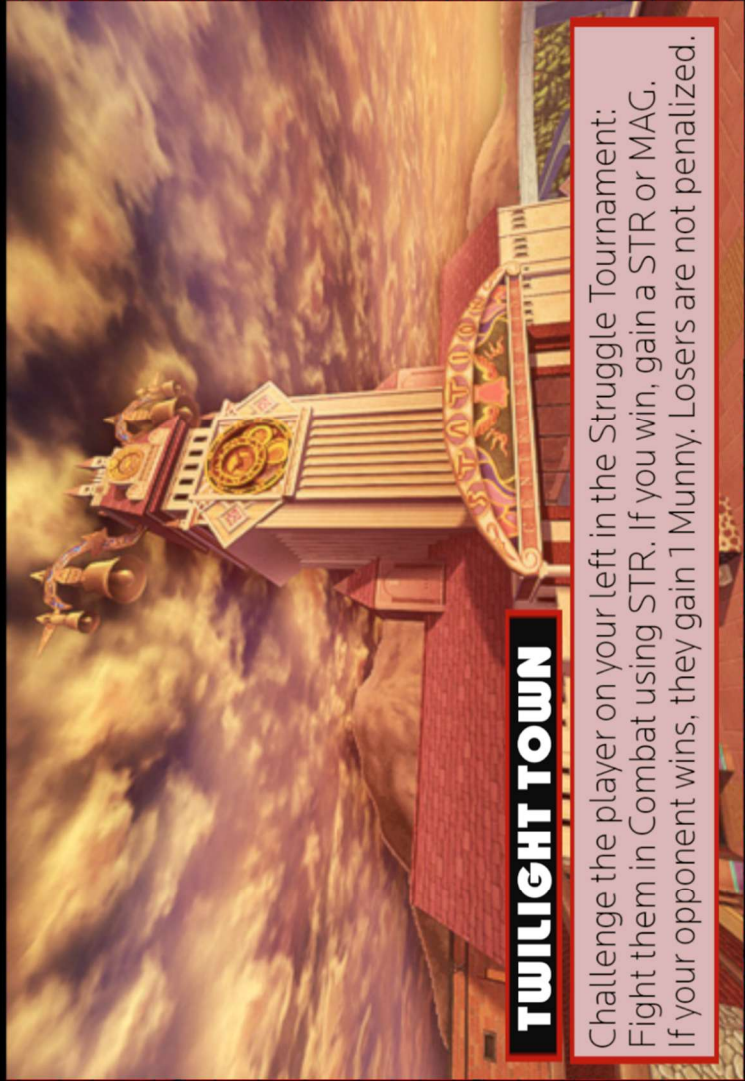
CASTLE OBLIVION

Roll a die:

- 1-2) Nothing
- 3-4) Steal a Spell from any player
- 5-6) Steal a Follower from any player



THE WORLD THAT NEVER WAS



TWILIGHT TOWN

Challenge the player on your left in the Struggle Tournament:
Fight them in Combat using STR. If you win, gain a STR or MAG.
If your opponent wins, they gain 1 Munny. Losers are not penalized.



OLD MANSION



MYSTEROUS TOWER

Pay 2 Fate to gain a MAG.

