



PLACE

Scala Ad Caelum

Place on any Corridor of Darkness or Empty Corridor of Darkness. This card replaces the space's text and is not included in the space's encounter limit.

Move directly to the End of the World space.

6



PLACE

Monstropolis

Place on any available Gummi Path. This card replaces the space's text and is not included in the space's encounter limit.

Teleport to any space in your region.

6



PLACE

Kingdom of Corona

Place on any available Gummi Path. This card replaces the space's text and is not included in the space's encounter limit.

Roll a Die:
1-3) Nothing
4-6) Gain a MAG

6



PLACE

Arendelle

Place on any available Gummi Path. This card replaces the space's text and is not included in the space's encounter limit.

If you pass Arendelle you must sing a verse of "Let It Go" or you turn into a Heartless for 3 turns.

6



PLACE

Christmas Town

Place on Halloween Town. This card replaces the space's text and is not included in the space's encounter limit.

Gain 1 HP and 1 Munny.

6



PLACE

Land of Departure

Place on Castle Oblivion. This card replaces the space's text and is not included in the space's encounter limit.

Gain 3 Fate.
If you possess a Keyblade, Gain 4 Fate.

6



PLACE

San Fransokyo

Place on any available Gummi Path. This card replaces the space's text and is not included in the space's encounter limit.

Roll a Die:
1-3) Nothing
4-6) Gain a STR

6



PLACE

The Underworld

Place on Olympus Coliseum. This card replaces the space's text and is not included in the space's encounter limit.

Lose a STR.



6



PLACE

Radiant Garden

Place on Hollow Bastion. This card replaces the space's text and is not included in the space's encounter limit.



6



PLACE

Toy Box

Place on any available Gummi Path. This card replaces the space's text and is not included in the space's encounter limit.

Take any card from the discard pile. If it is an Adventure card, place it here and encounter it.

6