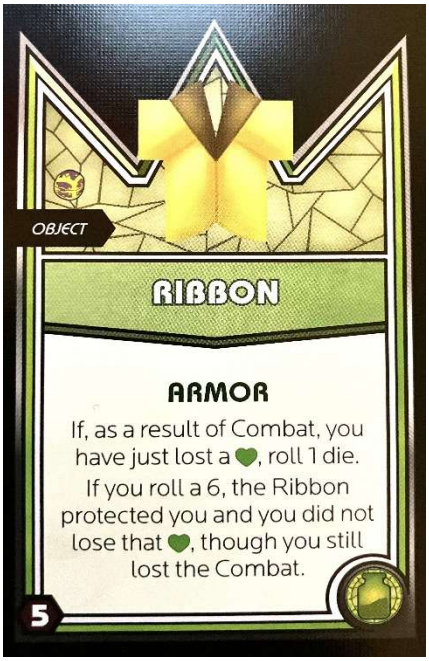
OBJECT
RIBBON
ARMOR
If, as a result of Combat, you have just lost a ♥, roll 1 die.
If you roll a 6, the Ribbon protected you and you did not lose that ♥, though you still lost the Combat.
5

OBJECT
INFERNO BAND
ARMOR
While you have the Inferno Band in your possession, you do not lose a ♥ in the Empty Corridor of Darkness.
5

OBJECT
PROTECT CHAIN
ARMOR
If, as a result of Combat, you have just lost a ♥, roll 1 die.
If you roll a 4, 5 or 6, the Protect Chain protected you and you did not lose that ♥, though you still lost the Combat.
5

OBJECT
DREAM ROD
WEAPON
While you have the Dream Rod, you may:
1) Add 1 to your M for any Combat in which you will use it.
2) Trade it for a Gummi Ship (if available) in any Gummi Path space.
5

OBJECT
DREAM SWORD
WEAPON
While you have the Dream Sword, you may add 1 to your ✦ for the duration of any Combat in which you use it.
5

OBJECT
DREAM SHIELD
ARMOR
If, as a result of Combat, you have just lost a ♥, roll 1 die.
If you roll a 5 or 6, the Dream Shield protected you and you did not lose that ♥, though you still lost the Combat.
5

OBJECT
GUMMI SHIP
On your very next turn, instead of your normal move, you may choose to cross the barrier to the space directly opposite the one you are in.
Whether you go or not, place the Gummi Ship on the discard pile.
5

OBJECT
ACCESSORY SLOT PACK
The Accessory Slot Pack can carry an extra 4 for you while in your possession.
If lost, you will leave any surplus of your choice in the space you are in.
(This card occupies 1 normal Item slot).
5

OBJECT
Postcard
Discard at Traverse Town, then roll a die:
1) Nothing
2) Heal 2 HP
3) Gain 1 STR
4) Gain 1 MAG
5) Take 1 Market Object
6) Gain a Keyblade
(Each player may only turn one of these in per game.)
5

MAGICAL OBJECT
Keyblade of Heart
WEAPON
+1 STR and +1 MAG in combat.
You are immune to being turned into a Heartless.
This can't be used to enter the Door to Darkness
5

MAGICAL OBJECT
AP Boost
You may hold one Spell beyond your limit.
5

MAGICAL OBJECT
Navi-Gummi Block
You may add 1 to your movement roll.
5

MAGICAL OBJECT
Sora's Shoes
Roll 2 dice for your movement and select the one you want.
Roll 2 dice for your movement.
(1 Charge)
5

MAGICAL OBJECT
Skateboard
You may move 1 or 2 spaces for the house rule movement option.
5

MAGICAL OBJECT
Save Point
Discard this object to place a keychain token on your player card and any space in your region (excluding inner).
On a future turn, instead of rolling the movement die, you may teleport to this space and perform the encounters associated with it.
Then discard the keychain tokens.
5

MAGICAL OBJECT
Knight's Shield
+1 STR
5

MAGICAL OBJECT
Mage's Staff
+1 MAG
5

MAGICAL OBJECT
Dual Wielding
You may use two weapons at the same time in combat.
5

MAGICAL OBJECT
Memory Pod
Discard your character card and select a new one of your choice.
You retain your current stats.
(1 Charge)
5

MAGICAL OBJECT
Gummi Phone
After movement, Spend a fate to encounter a different space in your region than the one you are on.
(3 charges)
5

MAGICAL OBJECT
Organization Cloak
You may discard one trophy during combat for a +1 to your side.
Trophy cards now count for your Victory Point Total.
5

MAGICAL OBJECT
Ansem Report
Remove an Adventure Card on the board from play.
(3 Charges)
5

MAGICAL OBJECT
Spellmaster
If you have 0 Spell cards and 3+ HP at the start of your turn:
Draw a Spell card.
5

MAGICAL OBJECT
Black Box
Take another turn.
(2 Charges)
5