



STRANGER (VILLAIN)

Queen of Hearts

Draw a "Card Soldier" a "Shadow Heartless" and a "Soldier Heartless", encounter them, then discard Queen of Hearts. If you defeated them, draw 1 Spell and take them as trophies.

4




STRANGER (VILLAIN)

Ice Titan

All players in this region must roll a die:

1-2) They lose 1 Follower of their choice

3-6) Nothing

If Hercules occupies this region, All players gain 1 MAG instead. Then Discard Ice Titan.

4




STRANGER (VILLAIN)

Rock Titan

All players in this region must roll a die:

1-2) They lose 1 Object of their choice

3-6) Nothing

If Hercules occupies this region, All players gain 1 STR instead. Then Discard Rock Titan.

4




STRANGER (VILLAIN)

Captain Hook

Each time a player lands here they must roll a die:

- 1) Become a heartless for 3 turns
- 2) Lose 1 HP
- 3) Lose 1 Magic
- 4-6) Teleport to Neverland.

4




STRANGER (VILLAIN)

Sephiroth

You may choose to Challenge Sephiroth to a fight. He has a STR of 13.

If you win, discard Sephiroth and gain 1 STR + 1 MAG + 1 HP + 1 Spell + 1 Fate.

If you lose, lose 4 HP. (Discard any number of Objects/ Followers to negate, 1 Card = 1 HP.)

4




STRANGER (VILLAIN)

Clayton

Draw a "Powerwild Attack" and an "Invisible Heartless" from the draw or discard pile, encounter them, then discard Clayton.

If you defeated the Invisible Heartless, gain 1 Fate and take it as a trophy.

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