

# DREAMWORLD MAP

Dreamworld Map Locations effects:



: Resolve the top card of the Fate deck.



**SHOPPING:** The Team may resolve 1 **Shopping** Note card if they have any OR gain 1 Key.



**SANCTUARY:** Each Dreamer chooses one:

- Unflip 1 Progress card
- Unseal 1 chosen card
- Restore 1 Item



**TRAIN STATION:** No effect until you find the **Railway** Wisdom card.



**DREAM GATE:** The Team **MUST** choose one:

- The Team discards the required number of Keys to resolve 1 of their Dream Gate tiles that matches this Dreamworld tile.
- The Team gains 1 Key and resolves the top tile of the Slumber deck.

