

# Drakon Player's Aid

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| <p><b>Blank Chamber</b></p> <p>No special action.</p>  | <p><b>Magical Shift</b></p>  <p>Upon entry, exchange one tile in your hand for a non-occupied tile on the board. New tile must have legal placement.</p> | <p><b>Destroy a Chamber</b></p>  <p>Upon entry, discard to draw pile any non-occupied tile.</p>                              | <p><b>Drakon's Due</b></p>  <p>Upon entry, place one gold coin on the "Start" tile.</p>      |
| <p><b>Map Chamber</b></p>  <p>Upon entry, take a random tile from any other player.</p>                           | <p><b>Find a Gold</b></p>  <p>Upon entry, take a gold coin from the Dragon's Hoard.</p>  | <p><b>Heavy Gale</b></p>  <p>When exiting, your character must move three chambers.</p>                                      | <p><b>Strong Wind</b></p>  <p>When exiting, your character must move two chambers.</p>       |
| <p><b>Master Key</b></p>  <p>May exit via any exit, even against arrows.</p>                                       | <p><b>Mind Control Orb</b></p>  <p>Upon entry, move opponent's hero one legal move.</p>  | <p><b>Rotate a Chamber</b></p>  <p>Upon entry, rotate <i>any</i> chamber 90 or 180 degrees. New placement must be legal.</p> | <p><b>Start</b></p>  <p>Upon entry, take one gold coin if any are present.</p>               |
| <p><b>Steal a Coin (Left)</b></p>  <p>Upon entry, steal one gold coin from player to your left, if available.</p> | <p><b>Steal a Coin (Right)</b></p>  <p>Upon entry, steal one gold coin from player to your right, if available.</p>                                     | <p><b>Magical Vortex</b></p>  <p>On your next turn you may move to <i>any</i> chamber in play.</p>                          | <p><b>Wishing Well</b></p>  <p>Upon entry, place one gold coin into the Dragon's Hoard.</p> |

## Hero Abilities

May be used only once per game. Take action before or after your normal action.

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|------------------|---|
| <b>Wizard</b>    | Move out of a chamber in any direction that no arrows are pointing.                 |
| <b>Barbarian</b> | "Push" opponent's hero in a legal direction. Take random tile from pushed opponent. |
| <b>Thief</b>     | Take a coin from one opponent whose hero is in the same chamber.                    |
| <b>Dwarf</b>     | Discard two tiles to the draw pile and draw two new tiles.                          |
| <b>Knight</b>    | Prevent one coin from being lost to another player or due to a chamber action. *    |
| <b>Amazon</b>    | Move one additional chamber along a legal path.                                     |

\* May be used at any time.