

Drakon Player's Aid

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

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

* May be used at any time.