|  |  |  |
| --- | --- | --- |
| Speedster  A dragon can  move 4 spaces instead of 3 |  | Fighter  +2 on an attack roll |
|  |  |  |
| Sneaker  +2 on a steal roll |  | Destroyer  +2 on a destroy roll |
|  |  |  |
| Jumper  Place dragon adjacent  to any of its claims |  | Robber  Pick a dragon to lose up to 3 coin  Increase the thief’s treasure chest by those coin |
|  |  |  |
| Horror  Place a dragon adjacent to its cavern |  | Watcher  Prevent a thief from  stealing from a dragon |
| Orienteer  Move a dragon 3 spaces |  | Peacemaker  Before an attack  Place a dragon  adjacent to its cavern |
|  |  |  |
| Vigor  A dragon gains 1 additional action this round |  | Sheriff  A dragon gains +1 coin  from all successful town tributes |
|  |  |  |
| Leader  Prevent a settlement  from being claimed |  | Defender  -2 on an attack roll |
|  |  |  |
| Copier  Copy a card power  currently played this round |  | Trickster  +/- 2 on any roll |