|  |  |  |
| --- | --- | --- |
| SpeedsterA 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 |
|  |  |  |
| JumperPlace dragon adjacent to any of its claims |  | RobberPick a dragon to lose up to 3 coinIncrease the thief’s treasure chest by those coin |
|  |  |  |
| HorrorPlace a dragon adjacent to its cavern |  | WatcherPrevent a thief from stealing from a dragon |
| OrienteerMove a dragon 3 spaces |  | PeacemakerBefore an attackPlace a dragon adjacent to its cavern |
|  |  |  |
| VigorA dragon gains 1 additional action this round |  | SheriffA dragon gains +1 coin from all successful town tributes |
|  |  |  |
| LeaderPrevent a settlementfrom being claimed |  | Defender-2 on an attack roll |
|  |  |  |
| CopierCopy a card power currently played this round |  | Trickster+/- 2 on any roll |