

**DRAKON Quick Reference**

**CHAMBER EFFECTS – Base Game**



**Master Key.** (*Leaving*) When you leave the room, you may move in any direction, even against adjacent arrows.



**Rotate a Chamber.** (*Entering*) Rotate any one room (even if it contains heroes) 90 or 180 degrees in any direction, provided arrows are kept in a legal manner.



**Drakon's Due.** (*Entering*) As you enter this room, you must put one coin (if you have any) in the "Start" chamber.



**Magical Shift.** (*Entering*) Choose a room not containing heroes, add it to your own hand and replace it with a chamber from your hand that you must place legally.



**Wishing Well.** (*Entering*) AS you enter this room, you must put one coin (if you have any) in the Dragon's Hoard.



**Find one Gold.** (*Entering*) Take a gold coin from the Dragon's Hoard.



**Mind Control Orb.** (*Entering*) You may legally move one opponent that will trigger any chamber effect in the new room, as if he moved in his turn.



**Map Chamber.** (*Entering*) Take a random chamber from an opponent's hand and place it in your own hand.



**Destroy a Chamber.** (*Entering*) Choose one room not containing heroes and discard it face down to the bottom of the draw pile.



**Magical Vortex.** (*Leaving*) When you leave this room, you may move your hero, to any chamber in play.



**Steal a coin to the right.** (*Entering*) Take a coin from the player on your right, if he has any.



**Steal a coin to the left.** (*Entering*) Take a coin from the player on your left, if he has any.



**Strong Wind.** (*Leaving*) You must move your hero 2 chambers at once, only applying the effect of the last room. If you have no full path, you can't move. If you move through a "Magical Vortex" or a "Master Key" chamber, treat them as if they had arrows pointing in every legal direction (not against adjacent arrows).



**Heavy Gale.** (*Leaving*) You must move your hero 3 chambers at once, only applying the effect of the last room. If you have no full path, you can't move. If you move through a "Magical Vortex" and/or a "Master Key" chambers, treat them as if they had arrows pointing in every legal direction (not against adjacent arrows).

**CHARACTER ABILITIES – Once per game**

**Amazon (Purple).** Can move (legally) a second time in the same turn, applying effects for both chambers.

**Barbarian (Yellow).** If he's in the same room with another hero, can legally move it to an adjacent room, applying its effects; furthermore, he steals one coin from that character (if he has any).

**Wizard (Blue).** Can move out a room in a direction without arrows.

**Knight (Orange).** At any moment, he can avoid losing one gold because of chamber effects or other heroes.

**Thief (Green).** If he's in the same room with another hero, can steal him a coin (provided he has any).

**Dwarf (Red).** May discard two chambers from his hand and replace them drawing two new ones from the draw pile.

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**CHAMBER EFFECTS – Expansion Set One**



**Escape.** As soon as you put this tile in play, you can immediately move your hero on it, no matter where he was before.



**Floating Room.** (*Entering*) You may move this chamber to any space adjacent to another room in play, provided the arrows line up in a legal way.



**Drakon's Bargain.** (*Entering*) You can pay one gold to the Dragon's Hoard to take one room in play without heroes (not the "Start" room) and place it in your hand.



**Base Structure.** This chamber and the four rooms adjacent to it cannot be moved, rotated, destroyed or otherwise altered in any way by other room effects.



**Locked Chest.** (*Entering*) Set aside the gold you've gained so far: for the rest of the game, these coins can't be affected by theft, chamber effects and Drakon.



**Find two Gold.** (*Entering*) Take two gold coins from the Dragon's Hoard.



**The Void.** (*Entering*) Remove your hero from play and miss your next turn. On your following turn, you must place your hero in any chamber in play, considering this as your movement for the turn.



**Tornado.** (*Leaving*) When you leave this room, you can legally move your hero up to 4 chambers at once, applying only the effect of the last room.



**Moving Chambers.** (*Entering*) Choose two rooms without heroes having the same number and configuration of arrows and switch their position keeping arrows in the same orientation.



**Secret Passage.** (*Leaving*) When you choose to move from this chamber, you may move normally or place your hero on another "Secret Passage" room already in play.



**Magic Harp.** If an hero chooses to move (even because of other effects) from an adjacent room having an arrow pointing to this chamber, he's forced to move to this chamber.



**Friendly Visit.** (*Leaving*) When you move from this room, you can place your hero in any other chamber containing another player's character.



**Drakon Moves.** (*Entering*) The first time this chamber is played, place Drakon in any one room without heroes. If you enter this room, move Drakon up to 3 chambers ignoring effects and arrows. If Drakon and a character are in the same room at the end of a movement, the hero loses one coin and is placed to the "Start" chamber. Drakon counts as a hero for room effects.



**Small Room.** With the exception of Drakon counter, only one hero can stand in this chamber at any time. If the chamber is already occupied by an hero, you can't move here, neither by movement nor by effects and special abilities.

**CHARACTER ABILITIES – Once per game**

**Amazon (Purple).** Can move (legally) a second time in the same turn, applying effects for both chambers.

**Barbarian (Yellow).** If he's in the same room with another hero, can legally move it to an adjacent room, applying its effects; furthermore, he steals one coin from that character (if he has any).

**Wizard (Blue).** Can move out a room in a direction without arrows.

**Knight (Orange).** In every moment, he can avoid losing one gold because of chamber effects or other heroes.

**Thief (Green).** If he's in the same room with another hero, can steal him a coin (provided he has any).

**Dwarf (Red).** May discard two chambers from his hand and replace them drawing two new ones from the draw pile.

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