Minion on the Prowl

Activate a **Minor Minion**, performing its movement only.

SM-DS-01

Minion on the Prowl

Activate a **Minor Minion**, performing its movement only.

SM-DS-01

Minion on the Prowl

You may activate a **Minion of any type**, performing its movement only. If you do so, this Hero takes 1 of the corresponding Dragon's (Chaos, Fire, Frost or Poison) token.

SM-DS-02

Minion on the Prowl

You may activate a **Minion of any type**, performing its movement only. If you do so, this Hero takes 1 of the corresponding Dragon's (Chaos, Fire, Frost or Poison) token.

SM-DS-02

Dragon Unleashed

Ground: Dragon performs its movement and/or attack against any Minion.

Flying: Dragon performs its attack against any Outdoor Minion.

SM-DS-03

Dragon Unleashed

Ground: Dragon performs its movement and/or attack against any Minion.

Flying: Dragon performs its attack against any Outdoor Minion.

SM-DS-03

Dragon Unleashed

Ground: Dragon performs its movement and/or attack against any Minion.

Flying: Dragon performs its attack against any Outdoor Minion.

SM-DS-03

Dragon Sneeze

You may deal 2 Wounds to a **Minion of any type**. If you do so, this Hero takes 1 of the corresponding Dragon's (Chaos, Fire, Frost or Poison) token.

SM-DS-05

Dragon Sneeze

You may deal 2 Wounds to a **Minion of any type**. If you do so, this Hero takes 1 of the corresponding Dragon's (Chaos, Fire, Frost or Poison) token.

SM-DS-05

Dragon Sneeze

You may deal 2 Wounds to a **Minion of any type**. If you do so, this Hero takes 1 of the corresponding Dragon's (Chaos, Fire, Frost or Poison) token.

SM-DS-05

Dragon Ward

All Heroes in your Guild may heal 1 Wound and may remove 1 of the corresponding Dragon's (Chaos, Fire, Frost or Poison) token.

SM-DS-06

Dragon Ward

All Heroes in your Guild may heal 1 Wound and may remove 1 of the corresponding Dragon's (Chaos, Fire, Frost or Poison) token.

SM-DS-06

Dragon Hoard

Draw a card from the last Upgrade Deck that was accessed and give it to any of your Heroes.

SM-DS-07

Dragon Hoard

Draw a card from the last Upgrade Deck that was accessed and give it to any of your Heroes.

SM-DS-07