

## DISCOVERY TOKEN SUMMARY

These summaries refer to the active character as “you.”



**Gold:** When revealed, keep this token. You may discard it when in a city to gain one item of your level or lower.



**Hearthstone:** When revealed, keep this token. You may discard it instead of moving normally to move to the city of your choice.



**Far Sight:** When revealed, keep this token. You may discard it during your movement phase to look at any other discovery on the board. Either discard the discovery or place it back in its space.



**Goblin Rocket Boots:** When revealed, keep this token. You may discard it to reroll a movement or combat die you just rolled.



**Traveling Merchant:** When revealed, keep this token. You may discard it during your movement phase to take any item from under any other character's bag token. That character may then take a different item out of your bag.



**Lucky Charm:** When revealed, keep this token. You may discard it when any player reveals a discovery token to cancel and discard it without effect.



**Robotic Homing Chicken:** When revealed, keep this token. During your movement step, you may place it on one of your active quests, where it counts as either a character token or a damage token as appropriate. If this completes the quest, discard any character tokens associated with that quest and discard this discovery.



**Dragonbait:** When revealed, keep this token. You may discard it during your movement step to flip an encounter marker within one space to its other side (normal or red).



**Gnomish Mind Control Cap:** When revealed, keep this token. You may discard it after an opponent places a discovery to force him to place that discovery in a different space of your choice, instead.



**Goblin Rocket Launcher:** When revealed, keep this token. You may discard it later to receive a +1 to your attack roll after rolling combat dice.



**Mageblood Elixir:** When revealed, keep this token. You may discard it during your movement phase to draw ability cards until you have 10 in your hand.



**Ambush:** If you have a combat this turn, your opponent's attack receives +1 damage and is considered a ranged attack.



**False Map:** The opponent to your right may move your character up to two spaces in any direction. Then resolve any other discoveries in your previous space and proceed to your challenge step.



**Power Drain:** Discard two random ability cards from your hand.



**Disease:** Place this on your character card. Your maximum health value is decreased by 1. Discard this token the next time you are defeated, or if you activate a large healing potion resource.



**Bomb:** You are dealt 2 damage.



**Dimensional Ripper:** You are immediately moved to the city of your choice. Then, resolve any other discoveries in your previous space. Remember that you skip your encounter step while in a city.



**Lockbox:** You will not receive the reward for any encounters defeated this turn (discard it instead).



**Bottomless Bag:** Discard an item of your choice from your bag.



**Hex:** Flip your character card to its starting side. You may not flip your character card again this turn.





**Goblin Land Mine:** You are dealt one damage. The character(s) closest to you are also dealt one damage.



**Black Lotus:** Attach this token to yourself. Your maximum hand size is 5. Discard this token when you activate a large healing potion resource.



**Tome of Knowledge:** When you draw this discovery, immediately reveal and resolve it. Draw 3 ability cards, then place this discovery back in the box.



**Small Chest:** When you draw this discovery, immediately reveal and resolve it. Draw 1 item of your level, then place this discovery back in the box.











**Blastenheimer 5000 Ultra Cannon:** When you draw this discovery, immediately reveal and resolve it. Move to any space on the board, then repeat your exploration phase and continue with your turn. Then place this discovery back in the box.



**New Plan:** When you draw this discovery, immediately reveal and resolve it. Choose a character. That character must choose and discard one of his quests, discard all tokens associated with that quest, and then draw a new elite quest to replace it. Then place this discovery back in the box.

## EXPANSION ICONS

Some of these discovery tokens are marked with a symbol that corresponds to the individual character pack in which that token can be found. The symbols are as follows:

-  Artumnis Moondream, Night Elf Druid
-  Brandon Lightstone, Human Paladin
-  Dongon Swiftblade, Troll Rogue
-  Zowka Shattertusk, Orc Shaman
-  Brebo Bigshot, Gnome Mage
-  Shailara Witherblade, Night Elf Warrior
-  Thundershot, Tauren Hunter
-  Wennu Bloodsinger, Troll Priest