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Game: **THE WITCHER: OLD WORLD**
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SETUP

The player who most recently read a Witcher book is the first player (or choose randomly). Each player takes an **action and fight help card**.

Place the **board** in the middle of the table.

Shuffle the **action cards** into a facedown deck. Create the **action cards pool** by drawing action cards until 3 0-cost cards are revealed and placing them faceup on the 3 rightmost spaces on the board, in a random order. Shuffle the action deck with any remaining revealed cards and place it facedown on its space. Then draw 3 action cards and place them faceup on the 3 remaining spaces, in a random order.

Shuffle the **potion cards** and place them in a facedown pile next to their slot on the board.

2/3 players: Place 1 **attribute trophy card** for each attribute (**COMBAT, DEFENSE, ALCHEMY, SPECIALTY**) next to their slot on the board. Return the remaining 4 cards to the box.

4/5 players: Place all attribute trophy cards next to their slot.

Keep the **event deck** in numerical order, and place it on its space, numbered-side up.

Shuffle the 2 **exploration decks** separately and place each on their spaces.

Place all **gold tokens** and the 2 sets of **poker dice** near the board.

Shuffle the **location tokens** into 3 stacks (**FOREST, MOUNTAIN, WATER**) and place them facedown near the board. Draw 1 token from each stack and place them faceup on their spaces.

Sort the **monster cards** into 3 stacks (level I, II, and III) and place them faceup nearby.

Shuffle the **monster tokens** into 3 separate stacks (level I, II, and III) and place them facedown nearby. Draw 3 tokens from the level I stack and randomly place each of them near each of the faceup location tokens in the monster section.

2 players: Instead, draw 2 tokens from the level I stack and 1 from the level II stack. The first player chooses the terrain type for the level II monster.

Turn the 3 monster tokens faceup and move them to the locations shown on the corresponding location tokens (do not cover the terrain type); or use miniatures if you have them. Then, find a **monster card** matching each token/miniature and place it directly below its corresponding location token.

Shuffle the **monster fight deck** and place it next to the board.

Starting with the player to the right of the first player and continuing in counter-clockwise order, each player takes a **player board** by shuffling all the unchosen player boards facedown, drawing 2 and choosing 1 to keep (returning the other to the stack of unchosen boards). Alternatively, players can distribute player boards using any method they choose.

Each player then takes the **scoring token** matching their **school** color and places it on the lowest spot of the trophy track.

Take the **witcher miniature** that corresponds to your player board and attach the matching colored ring to it, then place the miniature on the **school location** that matches your chosen school symbol.

Take 5 **cubes** matching your color and place one on each of the level 1 spots of all 4 attribute tracks and the witcher level track.

Take a number of your **witcher trophy cards** equal to the number of your opponents and slide them facedown under the top left of your player board.

Take the **shield marker** matching your school color and place it on the 1 spot of your shield track.

Take your **10 starting action cards** (with the icon in the top right that matches your chosen school), shuffle them into a facedown deck, and place it in the slot to the left of your player board.

Depending on the number of players and the player order, take the indicated amount of gold and draw the indicated number of cards from your deck:

	2 players	3 players	4 players	5 players
1st player	3 cards, 2 gold	3 cards, 2 gold	2 cards, 4 gold	2 cards, 5 gold
2nd player	5 cards, 4 gold	4 cards, 4 gold	3 cards, 5 gold	3 cards, 5 gold
3rd player	—	5 cards, 6 gold	4 cards, 6 gold	4 cards, 5 gold
4th player	—	—	5 cards, 7 gold	4 cards, 7 gold
5th player	—	—	—	5 cards, 7 gold

You may look through your action deck when you are not the active player and you are not in a fight. When you are done, you must shuffle it and place it facedown.

If forced to **discard** a card, place it faceup on your discard pile. If forced to **trash** a card, return it to the box.

4/5 players: Prepare extra level I monster tokens (4 players: 1 level I; 5 players: 2 level I) and place them facedown near the monster section on the board. Then, starting with the first player and proceeding clockwise, each player chooses one of their attributes and gains 1 level in it.

PLAYER TURN

When a player is the active player, their **turn** is divided into 3 **phases**. Once players are familiar with the game, phases may overlap with the next player when player decisions are not impacted by other player actions.

PHASE I: MOVEMENT AND ACTIONS

Use cards to move and visit different locations to perform actions. You may move and perform actions multiple times. You may also choose to skip this phase entirely, and proceed to phase II.

1. MOVEMENT

To move, discard one or more cards from your hand to move your miniature to the next connected location along a land or water path. The **terrain icon** on the card you discard indicates the terrain type you can move to.

You may discard any 2 cards (depicting any terrain icons) to move to a connected location that depicts any terrain.

You may discard any 1 card (depicting any terrain icon) and 1 gold to move to a connected location that depicts any terrain.

If a card has a **wild icon**, you can discard just that 1 card to move to a connected location that depicts any terrain.

You may move any number of times before proceeding to step 2, discarding card(s) for each movement. You must move at least once; you can't begin your turn by performing actions in your location.

2. DICE POKER & LOCATION ACTION

In any order, you may perform a **location action**, **play dice poker**, and/or resolve a **quest**. Then proceed to step 3.

a. Location action (optional)

When you move to a location, you may choose to perform its **location action**. Each turn, each location action can be performed only once, even if you move out of the location and back again during the same turn. You may perform a location action even if other witchers or monsters are there.

If you wish to take a location action at your starting location, you must move away and back to that location during this phase.

b. Playing dice poker with other witchers (optional)

If you have at least 1 gold, you can play **dice poker** with another witcher of your choice at your current location (you cannot choose a witcher with 0 gold, and the chosen witcher cannot refuse).

- Both involved players each place 1 of their gold into a pile called the **poker pool**.
- Add 1 gold from the bank to the pool for a total of 3 gold.
- Simultaneously, both players roll a set of 5 dice.
- The non-active player may choose to reroll any number of their dice once.
- Then, the active player (the player who initiated the action) may choose to reroll any of their dice once.
- Compare results to determine the winner (see reference card).

If 2 players had the same results, the player with highest values wins. If 2 players had the same results with the same values, the player with the highest value on a non-used die wins.

If still tied, compare the second-highest value on a non-used die. If still tied, the active player wins.

If 2 players had a full house, first compare the results of threes, then, if still tied, the twos.

Each turn, you may play dice poker once with each witcher. If you play dice poker with a witcher, you can't decide to fight with that witcher during phase II of this turn.

If you wish to play dice poker at your starting location, you must move away and back to that location during this phase.

If you also choose to perform the location action, you may play dice poker with another witcher at the same location, either before or after the location action.

3. DECIDE WHAT TO DO NEXT

If you still have cards left, you can move and perform actions again; or you may proceed to phase II and keep your remaining cards. If you run out of cards, you *must* proceed to phase II.

PHASE II: FIGHT / MEDITATE / EXPLORE

At any point of phase I, you may proceed to phase II. During phase II, the you must do **one** of the following:

FIGHT

On your turn, you may fight once at your location: either against another witcher or against a monster (token or miniature).

If you choose a witcher to fight, they cannot refuse to participate. You cannot fight a witcher that you played dice poker with this turn, and you cannot fight a witcher on a **school location** or on a location with a **closed tavern token**.

MEDITATE

You can only choose to meditate if you have reached the top 5th spot on any of your attribute tracks, the corresponding **attribute trophy card** is available, and you do not already have an identical trophy (you cannot have more than one of the same type).

- Take the corresponding trophy card from the pool and slide it faceup under the bottom right of your player board.
- Move your marker up 1 space on the **trophy track** and suffer **fatigue**.
- Proceed to phase III.

EXPLORE

Choose one of these options to explore:

- The **city** you are currently in.
- The **wilds** surrounding the city you are currently in.

Then perform these steps in order:

- The player to your right draws a card from the appropriate deck (**city** or **wilds**).
- They read the introduction and options on that card to you. They do not read or discuss the results.
- You choose one of the options, then you are read the result of that choice. They do not read or discuss the results of the other choice. If an option requires you to pay gold and you cannot do so, you cannot choose that option.

If the result doesn't have a **QUEST keyword**, resolve its effects instantly, then remove the card from the game.

If the result does have a **QUEST keyword**, the card is now your **quest**: place it faceup to the right of your player board, where it stays until resolved. You can have any number of quests.

If the quest has a terrain type connected with it, draw a random location token of that type and place it faceup on the quest card. If there are none left, draw a token of any other terrain type. If there are no other location tokens left, you cannot resolve the quest; discard the card.

The location on the token is now the **quest location**.

Some cards allow you to move any 1 of the revealed action pool cards to a specific cost to your discard pile. If there is appropriate card in the pool, reveal cards 1 at a time from the top of the action deck and add the first card of that specific cost to your discard pile. Then discard all the other newly revealed cards.

Some cards ask you to gain any 1 **trail**. Choose 1 type of terrain, draw 1 token from the chosen terrain token pile, and keep that token as a **trail token**.

If you are unable to gain or lose something, resolve as much of the effect as possible.

All effects on exploration cards, positive or negative, relate to the active player.

PHASE III: DRAWING AND GAINING CARDS

- You may choose and **discard any number of cards** from your hand. You may have a maximum of 3 at the end of this step.
- Draw cards from your action deck until you have 3 cards in your hand.** If your action deck is empty, shuffle all your discarded action cards to create a new action deck, then continue drawing.
- You must choose 1 of the 6 action cards revealed on the board to add to your deck**, paying its cost by discarding that number of cards from your hand to your discard pile.

If the card you take is on the right-most space, you may discard 1 less card than its normal cost to take it (the cost may be reduced to 0, but not below). If the card is on one of the 2 leftmost spaces, you must discard 1 additional card to take it.

New cards go directly into your hand. Then slide cards to the right to fill the empty space, draw 1 new card, and place it on the leftmost (empty) space.

Your hand limit is 7 cards; you may not draw cards over this limit.

FIGHTS

BEFORE THE FIGHT

Witchers create their **life pool deck** by combining and shuffling all of their discarded action cards with their entire action deck.

There are 5 types of cards: fast attack (blue), strong attack (red), dodge (green), defensive sign (yellow), and offensive sign (purple).

Witcher vs witcher

Both the active player (the **attacking witcher**) and the **defending witcher** keep the cards in their hand and do not draw additional cards at the start of a fight (unless specified otherwise).

Starting with the attacking player, both witchers in the fight turns alternately until a witcher is knocked-out.

After a witcher fight, place the **closed tavern token** on the location (no witcher fights can take place there). The token is only moved when another witcher fight takes place elsewhere.

Before a witcher fight *only*, players not involved in the fight may optionally **make a wager**. They do not need to be on the fight location. *In a 2 player game, no player can make a wager.*

To wager, take 1 gold from your supply (you cannot wager more) and place it on one of the upper-right spots on your player board.



On this spot, you wager that the **attacking witcher** (the active player) is going to win the fight.



On this spot, you wager that the **defending witcher** (the non-active player) is going to win the fight.

Witcher vs monster

The player to the right of the active player controls the monster. They read the monster's **special ability** out loud, then create the monster's **life pool** by drawing and shuffling together a number of monster fight cards equal to the monster's **life points**.

Any player may always count the number of cards in the monster life pool, without looking at them or changing their order.

If the **active player has a monster trail token for the monster**, they take the first turn; otherwise, the monster takes the first turn.

The witcher and the monster take fight turns alternately until the witcher is knocked-out or the monster is defeated.

WITCHER'S FIGHT TURN

1. USE POTIONS, SPECIALTIES, AND EFFECTS

You may use potions, specialties, and effects now, any number of times and in any order (unless stated otherwise).



The maximum number of potions you can use during the entire fight is indicated by your **ALCHEMY** attribute level.

To keep track of how many potions you have used this fight, flip them facedown. Discard them after the fight is over.

You may have up to 4 potions at a time, regardless of your **ALCHEMY** (if you exceed the limit, choose and discard down to 4).

You may also use your **witcher specialty** (on your player board), and/or use **cards** (equipment, trophies, etc.) for their effect.

2. PLAY A CARD COMBO

From your hand, play 1 or more cards connected to form a **combo**:

- Place any card faceup in front of you.
- Place another card connected (on top). Its color must match 1 of the combo extension color(s) on the card directly beneath it. You may do this any number of times, until you run out of cards or cannot make another legal connection.
- After making a combo of at least 1 card, you may proceed to resolving a card combo.

One card is still a combo. If you have any cards in your hand, you must play at least 1 card; but you are not required to play more to play a larger combo.

The top, connecting card must match only 1 combo extension; ignore remaining extensions and their effects.

3. RESOLVE A CARD COMBO

Deal damage

Your opponent suffers damage equal to the sum of all used **damage icons** (☞) on all cards in your combo.


Fighting a monster: For each point of damage dealt to the monster, discard 1 card from the top of the monster's life pool.


Fighting a witcher: Apply damage in this order: **shield, deck, then hand**. For each damage taken, the witcher lowers their shield level; if their shield level is 0, and there is still damage left, they discard 1 card from the top of their deck per damage; if their deck is empty, and there is still damage left, they discard 1 chosen card from their hand per damage; if their hand is empty, they are immediately **knocked-out**.


Raise shield level

Raise your **SHIELD** level by the sum of all used **shield icons** (🛡️) in your combo.


Perform special effects in your combo (in any order):

 **Draw the top card from the discard pile** and add it to your hand. Cards used for this turn's combo are not part of the discard pile yet.

 **Return this card to your hand:** Return this card to your hand. Place any other cards used in the combo on the discard pile.

 **Draw more or less cards:** Resolve this effect in the next step.

Replenish your hand

 Modify your **COMBAT** attribute by any modifiers from the combo you played this turn, then by any modifiers from any special cards or effects.

The final result is the number of cards you draw. Your hand limit is 7 cards.

If your modified attribute is 0 or less, draw 0 cards. If your deck is depleted, do not shuffle your discard pile: stop drawing cards.

After drawing cards, place all cards from your card combo on your discard pile (with the card starting the combo on the bottom).

MONSTER'S FIGHT TURN

In the monster's first fight turn, the player controlling the monster chooses and states out loud its attack type: **charge** or **bite**.

They then reveal the top card from the monster life pool and apply the corresponding effect.

In all future monster fight turns, players choose the attack type sequentially (in counter-clockwise order, excluding the active player); the player controlling the monster remains the same.

Special attack effects

Witcher discards random cards: Shuffle your hand; the player controlling the monster randomly chooses 1/2/3 cards (based on the monster level) to discard. If you don't have enough cards, discard your whole hand, and discard any remaining cards from the top of your deck.

Witcher trashes a chosen card: Choose 1 card from your hand and remove it from the game permanently. If you have an empty hand, reveal and trash the topmost card from your deck.

Witcher lowers an attribute level: The attribute cannot be lowered below 1.

END OF THE FIGHT

The fight ends when the life pool of a witcher or monster is reduced to 0. The opposing side (with life remaining) wins. This can occur through taking damage, or after playing and resolving your last card(s) when your opponent still has cards left.

If both opponents lose their last card on the same fight turn, the player who played the card(s) which led to that situation is not knocked-out and is the winner.

WITCHER FIGHT OUTCOMES

- The attacker won:** Gain 1 witcher trophy card belonging to the defeated witcher, and gold equal to the amount shown next to the defeated witcher's current position on the trophy track. The defender adds a 0 cost action card to their discard pile, shuffles their deck and draws 3 cards.
- The defender won:** Gain gold equal to the amount shown next to the defeated witcher's current position on the trophy track, then shuffle their deck and draw 4 cards. The attacking (active) player adds a 0 cost action card to their discard pile and draws 1 card less during phase III.

When you gain a witcher trophy card, read the fight description aloud, then move up 1 space on the trophy track and suffer **fatigue**. Slide the trophy card under your player board, so the trophy ability is visible. If you already have a trophy from a witcher (you initiated a fight with them before and won), skip these steps.

Each player may have a maximum of 1 trophy from each other witcher's school.

When you add a 0 cost action card to your discard pile, take any 1 of the action cards from the revealed pool that has a printed cost of 0 (ignore the cost modifier on the board) and place it on your discard pile. Replenish the action card pool as normal.

If there are no 0 cost cards in the action card pool, instead reveal cards (one at a time) from the top of the common action deck until a 0 cost card is revealed. Place it on your discard pile, then place the remaining cards that were revealed (if any) on the common action card discard pile.

Finally, **both players draw cards:**

- The non-active player doesn't proceed to phase III; instead, they immediately draw a set number of cards after the fight:
 - If they won they draw up to 4 cards.
 - If they lost they draw 3 cards (instead of 4).
- The active player proceeds to phase III of their turn; however, the number of cards they can draw may be impacted:
 - If the active player won they draw the normal number of cards (up to 3) during phase III.
 - If the active player lost they may only draw 2 cards instead of 3 during phase III (of this turn only).

MONSTER FIGHT OUTCOMES

- Player defeats the monster.**
- Player drives the monster away:** The player is knocked-out, but the monster has only 0 or 1 cards left in their life pool.
- Player is defeated:** The player is knocked-out, and the monster has 2 or more cards left in their life pool.

When you defeat a monster, gain 2 gold, then read aloud the fight description on the other side of the monster card. Move up by 1 on the trophy track and suffer **fatigue**. Slide the monster card under your player board, so the trophy ability is visible.

After a monster is defeated, you must **spawn a monster:**

- Draw a random **monster token** 1 level higher than the monster you just defeated. If a level III monster is defeated, draw another level III monster. If you run out of tokens of a level, make a new pile from all the driven-away monsters of that level.

- The defeated monster token, its connected location token, and corresponding trail tokens and trail quests from all players are shuffled facedown back to their pools. Do not discard location tokens on quest cards.
- Draw a **location token** of the same terrain type as the defeated monster's, and place it on the board's empty monster section.
- Place the new monster token on the token's corresponding board location.
- Place the matching monster card on the board's monster section.

If you drive the monster away, gain 2 gold, discard the monster card and monster token, and add a 0 cost action card to your discard pile. Follow the steps to spawn a monster, however draw a new monster of the same level as the monster you drove away.

If you are defeated by a monster, take 1 trail token matching the monster's terrain (if you don't have one), and add a 0 cost action card to your discard pile. This turn only, you can only draw up to 2 cards during phase III. The next time any witcher attempts to fight that monster, it will begin again with a full life pool.

RESOLVING WAGERS

If a player placed a wager on the witcher who lost, they discard their wagered gold to the common pool.

If a player placed a wager on the witcher who won, they take back their wagered gold *plus* the same amount of gold from the bank as the winner of the fight received.

REGARDLESS OF THE FIGHT OUTCOME

- Shuffle all the monster fight cards together to form a new deck.
- Witchers who fought shuffle the action cards in their deck, discard pile, and hand together to form a new deck.
 - The active player proceeds to phase III of their turn.
- Witchers who fought raise their **SHIELD** level up to their **DEFENSE** level.

QUESTS

Players may resolve their quests during phase I of their turn. This is always optional, even if you move to the required location and you have the required payment.

To resolve a quest, move to the **quest location** (there might be an additional cost to pay). Then the player to your right draws the numbered **event card** (📄) indicated on the quest, reads any story aloud, and gives the active player any necessary instructions. All effects on event cards relate to the active player.

After resolving a quest with a location token, shuffle the token back into its pile and remove the exploration card from the game. Discard unresolved quests at the end of the game with no effect.

LEVELING UP

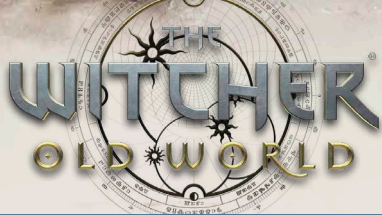
When all of your attribute markers are raised above your current witcher level, you immediately level up to the next level.

When you level up to level II or III, draw 1 card from your action deck. When you level up to level IV or V, draw 2 cards.

You never lower your witcher's level, even if all your attributes are lowered below your current level. An attribute that has reached level 5 may no longer be lowered for any reason.

WINNING THE GAME

If you reach the top spot on the trophy track, you immediately win the game. The game can only end from a trophy that is obtained from a fight. If you meditate, and this would result in you gaining your final trophy, do not move on the trophy track or suffer fatigue. You still take the trophy for its ability, but the game does not end.



PHASE I: MOVEMENT AND ACTIONS

1. MOVEMENT

Discard card(s) from your hand to move to a connected location. The **terrain icon** on the card you discard indicates the terrain type you can move to. You must move at least once.

You can also discard any 2 cards (depicting any terrain icons), to move to a connected location that depicts any terrain.

You can also discard any 1 card (depicting any terrain icon) and 1 gold, to move to a connected location that depicts any terrain.

If a card has a **wild icon**, you can discard just that 1 card to move to a connected location that depicts any terrain.

2. DICE POKER & LOCATION ACTION

You may perform these actions in any order:

a. Location action (optional)

Each turn, each location action can be performed only once.

b. Playing dice poker with other witchers (optional)

If you have at least 1 gold, you can play dice poker with another witcher of your choice at your location.

3. DECIDE WHAT TO DO NEXT

If you still have cards left, you can move and perform actions again. You may choose to proceed to phase II. If you run out of cards, you *must* proceed to phase II.

PHASE II: FIGHT / MEDITATE / EXPLORE

You must do **one** of the following:

FIGHT

On your turn, you may fight once at your location: either against another witcher or against a monster. If you choose a witcher, they cannot refuse. You cannot fight a witcher that you played dice poker with this turn, or one on a **school location** or on a location with a **closed tavern token**.

MEDITATE

You can only meditate if you have reached the highest 5th spot on any of your attribute tracks, the corresponding **attribute trophy card** is available, and you do not already have an identical trophy (you cannot have more than one).

Take the corresponding trophy card, move your marker 1 space on the trophy track and suffer **fatigue**, then proceed to phase III.

EXPLORE

1. The player to your right draws a card from the **city** or **wilds** (your choice).
2. They read the introduction and options to you.
3. You choose one of the options, then are read the result of that choice. Do not read or discuss the results of the other choice.

If the result has a **QUEST** keyword, the card is your **quest**: place it to the right of your player board. If the quest has a terrain type connected with it, draw a random terrain token of that type and place it faceup on the quest. The location on the token is now the **quest location**.

PHASE III: DRAWING AND GAINING CARDS

1. You may choose and discard any number of cards from your hand. You may have a maximum of 3 at the end of this step.
2. Draw cards from your action deck until you have 3 cards. If your deck is empty, shuffle all discarded action cards to create a new action deck, then continue drawing.
3. You *must* choose 1 of the 6 action cards revealed on the board to add to your deck, paying its cost by discarding that number of cards from your hand to your discard pile.

Depending on the card's position in the row, its cost may be modified. New cards go directly into your hand. Then slide cards to the right to fill the empty space, draw 1 new card, and place it on the left-most (empty) slot. **Your hand limit is 7 cards.**

DICE POKER

1. Both involved players each place 1 of their gold into a pile called the **poker pool**.
2. Add 1 gold from the bank to the pool for a total of 3 gold.
3. Each player takes a set of 5 dice and rolls them simultaneously.
4. The non-active player may decide to reroll their dice once.
5. Then, the active player (the player who initiated the action) may also decide to reroll their dice.
6. Compare results to determine the winner:
 - a. If 2 players had the same results, the player with highest values wins.
 - b. If 2 players had the same results with the same values, the player with the highest value on a non-used die wins. If still tied, compare the second-highest value on a non-used die.
 - c. If still tied, the active player wins.

Full house tie: If 2 players had a full house, first, compare the results of threes, then, if still tied, the twos.

QUESTS

Players resolve their quests during phase I of any of their turns. To resolve a quest, you must move to the **quest location**. Resolving a quest is always optional.

Perform these steps in order:

1. The player to the right of the active player draws the numbered **event card** (🎲) indicated on the resolved quest.
2. Event card results may be different, based on their type:
 - a. Introduction story with options;
 - b. Introduction story with a test;
 - c. Introduction story with a short fight: Read the introduction (and possibly the 2 options): the active player either chooses an option, performs a test, or completes a fight.
 - d. Equipment or companion: The active player keeps these near their player board for the rest of the game.

After resolving a quest with a location token, shuffle the token back into its and remove the exploration card from the game.

LEVELING UP

After all of your attribute markers are raised above your current witcher level, you immediately level up to the next level.

When you level up to level II or III: immediately draw 1 card from your action deck. When you level up to level IV or V, immediately draw 2 cards from your action deck.

You never lower your witcher's level, even if all your attributes are lowered below your current level.



PHASE I: MOVEMENT AND ACTIONS

1. MOVEMENT

Discard card(s) from your hand to move to a connected location. The **terrain icon** on the card you discard indicates the terrain type you can move to. You must move at least once.

You can also discard any 2 cards (depicting any terrain icons), to move to a connected location that depicts any terrain.

You can also discard any 1 card (depicting any terrain icon) and 1 gold, to move to a connected location that depicts any terrain.

If a card has a **wild icon**, you can discard just that 1 card to move to a connected location that depicts any terrain.

2. DICE POKER & LOCATION ACTION

You may perform these actions in any order:

a. Location action (optional)

Each turn, each location action can be performed only once.

b. Playing dice poker with other witchers (optional)

If you have at least 1 gold, you can play dice poker with another witcher of your choice at your location.

3. DECIDE WHAT TO DO NEXT

If you still have cards left, you can move and perform actions again. You may choose to proceed to phase II. If you run out of cards, you *must* proceed to phase II.

PHASE II: FIGHT / MEDITATE / EXPLORE

You must do **one** of the following:

FIGHT

On your turn, you may fight once at your location: either against another witcher or against a monster. If you choose a witcher, they cannot refuse. You cannot fight a witcher that you played dice poker with this turn, or one on a **school location** or on a location with a **closed tavern token**.

MEDITATE

You can only meditate if you have reached the highest 5th spot on any of your attribute tracks, the corresponding **attribute trophy card** is available, and you do not already have an identical trophy (you cannot have more than one).

Take the corresponding trophy card, move your marker 1 space on the trophy track and suffer **fatigue**, then proceed to phase III.

EXPLORE

1. The player to your right draws a card from the **city** or **wilds** (your choice).
2. They read the introduction and options to you.
3. You choose one of the options, then are read the result of that choice. Do not read or discuss the results of the other choice.

If the result has a **QUEST** keyword, the card is your **quest**: place it to the right of your player board. If the quest has a terrain type connected with it, draw a random terrain token of that type and place it faceup on the quest. The location on the token is now the **quest location**.

PHASE III: DRAWING AND GAINING CARDS

1. You may choose and discard any number of cards from your hand. You may have a maximum of 3 at the end of this step.
2. Draw cards from your action deck until you have 3 cards. If your deck is empty, shuffle all discarded action cards to create a new action deck, then continue drawing.
3. You *must* choose 1 of the 6 action cards revealed on the board to add to your deck, paying its cost by discarding that number of cards from your hand to your discard pile.

Depending on the card's position in the row, its cost may be modified. New cards go directly into your hand. Then slide cards to the right to fill the empty space, draw 1 new card, and place it on the left-most (empty) slot. **Your hand limit is 7 cards.**

DICE POKER

1. Both involved players each place 1 of their gold into a pile called the **poker pool**.
2. Add 1 gold from the bank to the pool for a total of 3 gold.
3. Each player takes a set of 5 dice and rolls them simultaneously.
4. The non-active player may decide to reroll their dice once.
5. Then, the active player (the player who initiated the action) may also decide to reroll their dice.
6. Compare results to determine the winner:
 - a. If 2 players had the same results, the player with highest values wins.
 - b. If 2 players had the same results with the same values, the player with the highest value on a non-used die wins. If still tied, compare the second-highest value on a non-used die.
 - c. If still tied, the active player wins.

Full house tie: If 2 players had a full house, first, compare the results of threes, then, if still tied, the twos.

QUESTS

Players resolve their quests during phase I of any of their turns. To resolve a quest, you must move to the **quest location**. Resolving a quest is always optional.

Perform these steps in order:

1. The player to the right of the active player draws the numbered **event card** (🎲) indicated on the resolved quest.
2. Event card results may be different, based on their type:
 - a. Introduction story with options;
 - b. Introduction story with a test;
 - c. Introduction story with a short fight: Read the introduction (and possibly the 2 options): the active player either chooses an option, performs a test, or completes a fight.
 - d. Equipment or companion: The active player keeps these near their player board for the rest of the game.

After resolving a quest with a location token, shuffle the token back into its and remove the exploration card from the game.

LEVELING UP

After all of your attribute markers are raised above your current witcher level, you immediately level up to the next level.

When you level up to level II or III: immediately draw 1 card from your action deck. When you level up to level IV or V, immediately draw 2 cards from your action deck.

You never lower your witcher's level, even if all your attributes are lowered below your current level.

GAINING TROPHIES AND FATIGUE

You may gain a trophy by meditating, starting (and winning) a fight against another witcher, or winning a fight against a monster. When you gain a trophy:

1. **Read the text** at the top out loud.
2. **Advance 1 spot on the trophy track.**
3. **Suffer fatigue:** Search through all of your action cards (deck, hand, and discard pile) and **trash** a number of cards equal to your **FATIGUE** value (next to your current position on the trophy track). Then shuffle all of your remaining action cards and form a deck.
4. **Slide the trophy card into the slot under your player board** (bottom right). Trophy cards are always displayed with their trophy effect visible to all players.

WITCHER SPECIALTIES

When you raise your specialty level, you cannot use the ability of a lower level. **All abilities can only be used once per fight.**



School of the Viper (Venomous Steel)

When your opponent discards any cards as a result of your attack, you may perform this ability. According to the icons, draw a number of cards from the top of your opponent's deck (level 2 or higher: discard a number of them), then put the rest back on top of the deck in any order. If discarding cards is part of the effect, you *must* do it.



School of the Bear (Armor)

On your turn, if your shield level is 0, this ability automatically triggers: draw cards from your deck (level 2 or higher: also raise your **SHIELD** level).



School of the Cat (Speed)

During your first fight turn, you may perform this ability to draw cards from your deck (and possibly return some to the top of the deck in any order).



School of the Wolf (Swordsmanship)

When you make a combo of 3 (or more) cards, you may perform this ability to deal additional damage (level 2 or higher: also draw additional cards).



School of the Griffin (Magic)

Perform this ability to draw 1 card from the top of your discard pile, then discard 0-2 cards from your hand (level 4 or 5: pick any 1 card in your discards to add to your hand).

EXPANSIONS



School of the Manticore (Potion Tolerance)

Once per fight during your fight turn, you may discard 1 unused potion (if level 1, discard 2 potions) to perform this specialty and deal damage (and, if level 3 or higher, draw 2 cards).



Elder Blood (Ciri expansion)

Once per fight during your fight turn, treat 1 card as if it had a combo extension of any color. Symbols on that combo extension depend on the specialty level.

Ciri starts the game in the School of the Wolf and she trains her specialty there. Place Ciri's **specialty token** next to the Wolf's specialty printed on the board.

LOCATION ACTIONS



ALCHEMY ≤ LEVEL: At this location, you may gain 1 level of the indicated attribute if that attribute's level is equal to or lower than your witcher level.



Any time you raise your ALCHEMY level, gain 1 potion from the top of the potion deck.



Any time you raise your DEFENSE level, raise your SHIELD level by 1 on your shield track (exception: level 5).

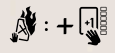


At these locations, you can draw 1 potion from the top of the potion deck. Keep potions faceup near or below your player board.



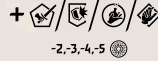
At these locations, you may play dice poker with the locals. You must place 1 gold to the pool; 2 gold is placed in the pool from the bank.

Resolve a game of dice poker where the locals are represented by a player to your right. If you win, take all 3 gold; if the locals won, the gold goes back to the bank.



At this location, you may trash 1 chosen card from your hand, and place in your hand 1 card from the 6 available on the board.

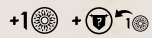
The printed cost of a newly gained card may be lower, the same or 1 higher than the cost of the trashed card.



These locations are **witcher schools**. Witcher specialties can be trained only in the school that witcher belongs to.

1. Choose 1 an attribute to train: **COMBAT**, **DEFENSE**, or **ALCHEMY**. If you are taking that action in your school, you may train your **SPECIALTY** instead. You can't train other school's specialties using this action.
2. Pay the cost to train that attribute: gold of value equal to the current level of the attribute + 1.
3. Move the chosen attribute up 1 level.

You do not have to train attributes evenly. If you cannot cover the cost, you cannot choose that attribute to train.



In these locations, you may get local information about monsters.

First, gain 1 gold, then choose 1 monster you wish to track. Gain a **terrain token** from the pile that the monster is currently occupying and place it faceup on your player board (with a location shown) and place 1 gold from the bank on it: this is called a **trail quest**.

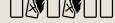
If you draw a token that matches the location you are currently in, draw another. If there are no terrain tokens of a type available in the pool, you may not choose to start a trail quest for that type.

You can only have 1 of each trail token (if you get another of a type, discard the old one, returning the gold on it to the bank).

When you enter the location on the token, you gain the gold and turn that token over. It now represents a **trail** for that monster.



In this location, you get 1 gold, if you have 0 gold. Also, you may trash 1 or 2 action cards from the 6 available in the pool on the board.



After doing so, the available action cards are moved to the right, and the pool is replenished from the common action card deck.

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During your first fight turn, you may perform this ability to draw cards from your deck (and possibly return some to the top of the deck in any order).



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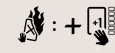


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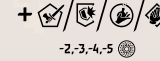
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Resolve a game of dice poker where the locals are represented by a player to your right. If you win, take all 3 gold; if the locals won, the gold goes back to the bank.



At this location, you may trash 1 chosen card from your hand, and place in your hand 1 card from the 6 available on the board.

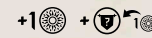
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If you draw a token that matches the location you are currently in, draw another. If there are no terrain tokens of a type available in the pool, you may not choose to start a trail quest for that type.

You can only have 1 of each trail token (if you get another of a type, discard the old one, returning the gold on it to the bank).

When you enter the location on the token, you gain the gold and turn that token over. It now represents a **trail** for that monster.



In this location, you get 1 gold, if you have 0 gold. Also, you may trash 1 or 2 action cards from the 6 available in the pool on the board.



After doing so, the available action cards are moved to the right, and the pool is replenished from the common action card deck.

LEGENDARY HUNT

May be used with *Mages*, *Monster Trail*, *Adventure Pack*, and *Skellige*.

SETUP

Setup the base game as normal. Then, place the **large help card** near the trophy track (side A: basic version, side B: longer game).

Players choose (or randomly determine) a **legendary monster**. Place its large card near the board and its miniature on the indicated location. Return all the other legendary monster components to the box.

Shuffle the **special fight cards** and place the deck facedown near the large monster card.

The player sitting to the right of the first player (the **last player**) shuffles the 12 **legendary monster movement cards** and places the deck facedown near them.

Shuffle the **destruction tokens** facedown and place them near the board.

THE LEGENDARY MONSTER

Players may freely move onto and out of the legendary monster's location, and they are not affected when it moves into (or through) their location. You may not use the location action of the location occupied by the legendary monster (place its miniature on the action).

Movement

At the end of the round, after the last player takes their turn, they reveal the top card of the movement deck and, one by one, execute the number of movements shown (according to the number of players).

For each movement, move the legendary monster to the neighboring location that is closest to the **main location** (the large number at the top). The legendary monster cannot be moved onto destruction tokens during this movement.

If there are 2 equally close locations, the last player chooses which of them (without a destruction token) the monster moves onto.

If the legendary monster is occupying the main location on the card, it moves toward the **secondary location** (the smaller number), following the above rules.

If all of the closest locations contain a destruction token, the last player chooses any neighboring location (without a destruction token) to move it to.

If all neighboring locations contain a destruction token, this movement, and all other movements this turn, are ignored.

Driving the monster away

After performing at least 1 movement in your turn, you may choose to **drive the legendary monster away if you share its location**:

Discard any 1 card from your hand, then draw the top legendary monster movement card. Perform only 1 movement toward the main location. If the monster is occupying the main location, perform 1 movement toward the secondary location. Then discard the card, and place a facedown destruction token, as normal.

Then, if you wish, you may immediately perform the location action for your current location.

DESTRUCTION TOKENS

If you end phase I of your turn on a location with a **destruction token**, before proceeding to phase II you reveal that token, immediately gain the depicted bonus, then place the token facedown near your player board. You then complete phases II and III of your turn as normal.



Draw 2 potions.



Draw 1 potion and during phase III, draw 1 additional card.



Gain 2 gold.



Gain 1 gold and during phase III, draw 1 additional card.



Lower your **SHIELD** level by 1 and during phase III, draw 2 additional cards.



Gain a 0 cost card and during phase III, draw 1 less card.



Gain 1 level of a specific attribute shown on the token (if leveling up, do not draw cards) and, during phase III, draw 1 less card.



Lower your **SHIELD** level to 0 and gain 1 level of any attribute (if leveling up, do not draw cards).



FIGHTING THE MONSTER

You may attack the legendary monster just like any other monster. If you have any **facedown destruction tokens**, take the first **fight turn**. Otherwise, the legendary monster takes the first fight turn.

The player controlling the legendary monster shuffles all 20 **special fight cards** into a deck. Then, they put away a number of cards equal to the number of destruction tokens the attacking player has. The remaining cards are the legendary monster's life pool. The attacking player keeps their destruction tokens.

The legendary monster has a **special fight ability** (the 1, 2, 3, or 4 claw mark icons). If the chosen attack type (*charge* or *bite*) has a special attack shown on it, read the attack description on the large monster card.

The legendary monster has a level of **monster protection** (shown on the large help card) that depends on the player's position on the trophy track. On the A side, the level of protection is 3/2/1/0. On the B side, 4/3/2/1/0. **This is subtracted from all the damage dealt to the monster during each of the witcher's fight turns.**

MONSTER WEAKNESS & SPECIAL ATTACKS

May be used with *Mages*, *Legendary Hunt*, *Adventure Pack*, *Skellige*, and *Wild Hunt*.

SETUP

Use the **large monster cards** (instead of the normal ones) both during setup and when new monsters are spawned. Keep the normal monster cards nearby; they are still used as trophies.

Keep the large monster cards near the board, special attacks side facedup. Players may look at either side of them at any time.

Shuffle the **weakness tokens** into 3 stacks by terrain type. After placing starting monsters, draw 1 location token of a corresponding terrain type for each monster, and place a random facedown weakness token there. If there are any witchers at that location, discard this token and draw another.

Repeat these steps until 3 weakness tokens are on locations that contain no witchers.

Shuffle the regular 20 monster fight cards, draw 4, and place them place them sight unseen back in the box. Draw another 4 cards and place them facedown near the large monster cards.

Shuffle the remaining 12 monster fight cards together with the 4 **special attack cards** to create a 16 card **monster attack deck**.

When a level 3 monster appears for the first time, add to the deck the 4 monster fight cards that were placed aside. The deck now has 20 cards for the rest of the game.

WEAKNESS TOKENS

When you enter a location with a weakness token, reveal it and place it faceup next to your player board. Then read the paragraph on the large monster card corresponding to its terrain type and number. You may have multiple weakness tokens.

Then, draw a location token of the same terrain type, and place a new weakness token of the same type facedown on that location. If there is a witcher there, draw a new location token until a weakness token has been placed on a location containing no witchers. Then shuffle all the location tokens used back into the pool. **There should always be 3 different weakness tokens facedown on the board.**

If there is no location token with the same terrain type in the pool, the player to the right of the active player chooses any location of that terrain type, and the weakness token is placed there.

If all all 6 weakness tokens have already been collected, a new token is not placed on the board.

Before you begin a fight with a monster, you may use all your weakness tokens for that particular monster. You do not discard used weakness tokens, unless the monster card says otherwise. You may decide to use only some of your weakness tokens.

If the monster remains on the board after the fight, you keep your weakness tokens. **If the monster was killed or driven away**, all players return the weakness tokens related to that monster to the pool, and all 6 tokens of that type are shuffled together facedown.

After a new monster is placed on the board, place 1 weakness token, following the setup steps.

SPECIAL MONSTER ATTACKS

If a special monster attack card is revealed during a monster attack, its **special attack** is activated (regardless of whether *charge* or *bite* was chosen). Read the appropriate description from the large monster card and apply the effect.

If the special monster attack card is revealed as a result of damage you dealt, the player controlling the monster stops discarding any further cards, reads and applies the **special passive ability**, then, if any additional damage is yet to be dealt, continues to discard the cards.

A passive ability may be activated more than once during the same fight turn.

GAINING A MONSTER TROPHY

If you defeat the monster, take its **trophy card** from the regular monster cards and place it facedup below your player board. Return the monster's large monster card to the box.

ADVENTURE PACK

✦ May be used with any expansion except *Wild Hunt*.

Shuffle the new exploration cards into the exploration deck, and add the new event cards (57 to 137) to the events deck, in order. Place the **quest tokens** near the board.

ACTION CARDS

WITCHER UNIQUE ACTION CARDS

Add the unique card to each witcher (or mages if using that expansion) starting deck. Each player now begins the game with 11 cards in their starting deck.

ADVANCED ACTION CARDS

Shuffle the advanced action cards into the main action deck before the action card pool is prepared. Either add all 40 advanced action cards to the game at once, or choose what types of cards to add, then add all 4 cards of each of the chosen types.

Gray cards do not match the color of any combo extensions. **Passive abilities** are triggered if the card is discarded as a result of damage taken (from the deck or your hand).

When you purchase a card that requires you to **trash** a card as part of its cost, choose 1 card from your hand and trash it. When gaining the card, ignore +1 / -1 symbols on the main board; trashing a card is the only cost.

You can not choose a card with a trash cost from the *Vengerberg* location action, or any effect telling you to take a 0, 1, or 2 cost card. However, when told to gain *any* card from the pool, you can choose a card with a trash cost (you do not have to trash a card).

MUTAGEN CARDS

Shuffle the **mutagen cards** and place the deck facedown near the potion deck.

During the game, each time you reach a next level, **you get a mutagen card instead of drawing 1 or 2 cards**. Draw 3 mutagen cards, choose 1, and shuffle the rest back into the deck. Put the chosen mutagen in your play area. When you get 2 mutagen cards (by reaching the 4th and 5th level), go through these steps twice.

Each mutagen card has an ability that can be used during a fight. Each mutagen you own can be used once per fight.

BOMB CARDS

Shuffle the **bomb cards** and place the deck facedown near the potion deck.

During the game, each time you draw a potion card (for any reason) you may choose to either:

- **Draw 1 potion** from the top of the potion deck as normal, or
- **Discard 1 potion or 1 gold to draw a bomb card** instead.

You can carry up to 4 potion and bomb cards each (8 cards total). Bombs do not count as potions.

During a fight, you may use a combined number of potion and/or bomb cards equal to or lower than your **ALCHEMY** level.

The *Dimeritium Bomb* only works if you use the *Monster Weakness and Special Attacks* mode. If not, put these cards back in the box.

LOST MOUNT

May be combined with any expansion except *Wild Hunt*.

After setup, the player going last takes 2 location tokens from any one pile, chooses one, and places the **Lost Mount miniature** there. Shuffle both tokens back into their pile.

When a player enters the location with the Lost Mount, they roll a die and check the Lost Mount card. They claim the bonus, if any, then put the miniature aside. After resolving phase I of their turn, they place the miniature on the map in the same way as above.

MAGES

May be used with *Skellige*, *Monster Trail*, *Adventure Pack*, *Wild Hunt*, and *Legendary Hunt*.

SETUP

All players decide to play as mages

Replace the base game action cards with the **mage action cards**. Shuffle this deck and place it where the standard deck is placed (the new board extension is not needed). Place the first 6 available cards faceup as normal.

After each player has chosen their mage and the first player is chosen, the last player goes first to choose any **witcher school** and place their **school token** over the school symbol on the board. They also place their **specialty token** covering the specialty printed on the board, and place their **mage miniature** on that location. Then, the next player in counter-clockwise order chooses any school that is not yet chosen and claims it to be their school for that game. This continues until all have claimed their school.

Some, but not all players decide to play as mages

Use the basic action cards *and* the mage action cards. Place the board extension to create space for 2 separate decks. Shuffle each deck separately, and reveal 6 cards from each deck as normal, to result in pools of 6 witcher action cards and 6 mage action cards.

After each player has chosen their witcher or mage, and the first player is chosen, mages claim their school locations. The mage that taking their turn last chooses their location first, then all other mages choose one in counter-clockwise order.

Choose any of the witcher schools not present in the game and place your **school token** covering the school symbol on the board. Then place your **specialty token** covering the specialty printed on the board and your **mage miniature** on that location.

In both cases, the remaining setup steps for mages are the same as the regular game setup.

New card types

Mage action cards have the same colors as standard witcher action cards, so when any effect in the game refers to a specific type and color, it can affect both witcher and mage cards.

However mages action cards represent the different spells which belong to 5 different branches: yellow (air), blue (water), green (earth), red (fire), and purple (mind).

WISDOM AND ENERGY

Each mage has combat, alchemy, and their own specialty (just as any other witcher). Mages replace the defense attribute with wisdom. Mages also do not have a shield level, and they gather and spend energy instead.

Training wisdom

Whenever a mage would raise or lower their defense level, they raise or lower their wisdom level instead.

Whenever the game refers to the player's defense, the player playing as a mage treats it as wisdom.

Gathering energy

Whenever a mage would raise or lower their shield level, they raise or lower their energy level instead.

Whenever the game refers to the player's shield, the player playing as a mage treats it as energy. (Exception: a mage does not lower their energy level after taking damage.)

Whenever a mage raises their wisdom level, they immediately raise their energy level by 1.

Energy is spent and gained during fights. During fights, energy can exceed the mage's wisdom level (different from the rule for shields).

After a fight, the energy level is raised up to that mage's wisdom level.




This icon appears on mage action cards and specialties. When a player uses such a card or specialty, they raise their energy level by 1.

Spending energy

Mage action cards are used similarly to basic action cards. A player gets a starting deck, builds it, and uses it to travel and fight. The cards have different effects explained below, but many of them have a new ability that allows boosting it by spending energy.

After creating a card combo, the standard rules require players to resolve its effects in a specific order. While playing as a mage the player resolves cards in their combo one-by-one, from left to right.

If a card depicts this symbol , after it's basic fight ability a is resolved (but before the next card is activated in your combo, if any):

You may spend the required energy *b* to activate it's boost effect.

Card draw increase/decrease is resolved in step 4 of the player's fight turn, following standard rules.

NEW CARD EFFECTS

Protection



Mages do not have shields, and all damage they take requires them to discard cards from the top of the deck (then from their hand when empty).

Mages can protect themselves from receiving damage by gathering **PROTECTION**. Protection gathered by a mage only affects the next opponent's fight turn. Even if your enemy doesn't deal damage, the protection is lost at the end of their turn.

The protection reduces only the regular damage. When the effect forces you to discard a card from their hand or deck, the protection does not apply.



Draw any 1 chosen card from the discard pile. Search your discard pile to take any 1 card (adding it to your hand). You can not change the order of cards in the discard pile while doing so.



Deal damage according to your energy level.



Gather protection according to your energy level.



Increase your draw by the number equal to your energy level. Remember to resolve that effect during the 4th step of your fight turn along with all other draw modifications.



Raise your energy level by 1.



Treat this card as if it had a combo extension of any color.

MAGE SPECIALTIES

When you raise your specialty level, you cannot use the ability of a lower level. **All abilities can only be used once per fight.**



Alzur / Thunder

Once per fight during your fight turn, spend 1 energy to roll a die. Apply the effect corresponding to the result (modified according to the specialty level). You can choose a lower effect:

0-1: Deal 0 damage,
2-3: Deal 1 damage,
4-5: Deal 2 damage,
6-8: Deal 3 damage.



Ardea / Levitation

Once per fight during your fight turn, raise your energy level (level 2 or higher: also draw additional cards).



Gekhira / necromancy

Once per fight during your fight turn, discard any 1 card from your hand to deal damage (level 3 or higher: also raise your energy level).



Othar / Teleportation

Once per fight during your fight turn, gain protection (level 2 or higher: also raise your energy level).



Philippa / Polymorph

Once per fight during your fight turn, roll a die and apply the effect corresponding to the result (modified according to the specialty level). You can choose a lower effect:

1+ (Cat): Draw 1 card from your deck;
3+ (Wolf): Deal 1 Damage and raise your energy level by 1;
3+ (Bear): Draw 1 card from your deck and gain 1 protection;
5+ (Owl): Look through your discard pile and pick any 1 card to add to your hand.

SOLO MODE

SETUP

Set up for a regular 2 or 3 player game with these changes:

Take the **solo help card**.

Take 3 gold and place it on your player board.

Draw 5 cards from your deck.

Instead of drawing 3 monster tokens from the level I stack, draw 1 monster token from each monster token stack (3 in total; 1 each of level I, II and III).

Shuffle 1 set of attribute trophy cards together (1 of each type). Randomly draw 1 and place it near the board faceup. Return the rest of the cards to the box.

GAMEPLAY CHANGES

Dice poker: You start a game of dice poker as normal: pay 1 gold, roll 5 dice, and then you may choose to reroll of any number of those dice once. After that, you compare your result to the solo help card and gain gold based on your result.

Exploration cards: Any effect that asks another player to read something, must be read by yourself. Cover the card you are reading with another, so you don't see the results until you make a choice. If possible, do not read the result that corresponds to the choice you didn't make.

Fighting monsters: During fights, when the monster attacks, determine the attack type by die roll. 1-3: **charge**; 4-6: **bite**.

Defeating a monster: Do not draw a new monster card after defeating a monster.

Drive a monster away: If you drive a monster away, you still spawn a new monster of the same level as usual; however, driving a monster away does not count as defeating a monster for the purposes of winning the game (as you do not obtain a trophy).

Gain a new card: During phase III, if you gain any other card than a card from the rightmost spot, discard the card from the rightmost spot at the end of this phase.

Adventure Pack expansion: If you draw an adventure card from this expansion that tells you to draw an event card into your hand without showing it to other players, ignore the rule and do not draw the card.

GAME END AND WINNING

To win, you must gain 4 trophies by defeating all 3 monsters and gaining the attribute trophy.

The attribute trophy may not be your final trophy, so you may not defeat the final monster until you get the attribute trophy. Keep track of how many turns you take during the game.

The game ends immediately when you gain all 4 trophies you prepared during setup. Look up the number of turns it took you to complete the game on the *Solo Witcher End-Game Results* table.

LEGENDARY HUNT EXPANSION SOLO

SETUP

Setup the solo game as normal. Place 3 monsters in the pool (1 each of level I, II and III). Choose to use side A or B of the large help card.

Create a pool of a facedown **legendary monster movement cards** and return the rest unseen to the box. Choose a difficulty level to determine the size of the pool:

Easy: 9 cards
Normal: 8 cards
Hard: 7 cards

GAMEPLAY

If the legendary monster is unable to perform its movement, draw 1 legendary monster movement card and place it on top of that deck's discard pile. Do not place the destruction token on the board.

If you kill a monster and gain the trophy, do not replace it with another monster. If you drive the monster away, replace it with a new monster of the same level.

If you drive the legendary monster away, do not draw a legendary monster movement card. Instead, choose any connected location (without a destruction token).

The legendary monster's life pool is decreased by 1 card for every 2 destruction tokens you possess (rounded down).

You win the game if you kill the legendary monster.

Each time you fail to do so, you are defeated and draw 1 destruction token from the pool, gain its immediate bonus, and place it facedown near your player board.

You lose the game if at any point you need to draw a legendary monster movement card and the deck is empty.

WILD HUNT EXPANSION SOLO

During setup, skip the step about players placing their scoring token near the round tracking board to form a movement pool and adding the closed tavern token to that pool.

SKELLIGE

May be used with *Mages*, *Monster Trail*, *Adventure Pack*, and *Legendary Hunt*. If combining *Skellige* and *Monster Trail*, remember that Dagon uses its special attacks during a fight but weakness tokens have no impact on the fight. When using *Monster Trail*, use the special side of the Dagon monster card.

SETUP

Add the **Skellige board** on the main board's left edge.

Add the 3 Skellige **location tokens** to the base game's 18 tokens.

Shuffle the Skellige **exploration cards** and place them facedown on their Skellige board space. Place the Skellige **event cards** facedown, in order starting with #1, on their Skellige board space.

Place the **Dagon miniature** on the spot of the **Dagon track** matching the number of players.

Shuffle the **Dagon bonus cards** and place the deck, the **Dagon monster card**, and the **Dagon trail tokens** near the Skellige board.

Shuffle the 6 **harbor tokens** faceup (anchor side) and place them near these locations: Kaer Seren (1), Cidaris (5), Novigrad (6), Cintra (9), Glenmore (12), Doldeth (13). Place 1 **ship miniature** near each of the 3 tokens that show a ship icon on their flipside.

Continue the standard game setup. Monsters may appear on an island location.

TRAVELLING BY SHIP

You can travel to an **island location** by ship from a continent harbor location with a ship on it, either when you begin your turn there, or after you have taken a location action there.

There can only be 1 ship on an island or continent location. If you finish your turn on an island location, it cannot be visited by any other player until you leave.

You cannot use a ship to travel between 2 harbors on the continent, between 2 island locations, or between an island location and the Dagon location.

Traveling from the continent to an island

You may only travel to an island location **once per turn**:

1. Play a card with a terrain type matching the location you want to reach. You may also play a card that does not match the location and pay 1 gold, or play any 2 cards.
2. Move your miniature to the ship.
3. Roll a die and check the spot on the Dagon track currently occupied by Dagon:
 - a. If the result matches the upper range of results, the ship travel is **safe**. **Move Dagon up 1 spot on the Dagon track.**
 - b. If the result matches the bottom range of results, the ship travel is **dangerous**.
4. The player to your right takes the top **Skellige exploration card** and reads out the upper (safe) or bottom (dangerous) section.
5. Unless the travel action is affected in any way, you reach the island location you declared to be your destination.
 - a. Then, you may perform the location action and resolve any quests or trail requests you have.
 - b. You may decide to continue your phase I by traveling back to the continent, or end your phase I there (either to fight a monster or because you choose to).

When you have a Skellige exploration card read to you, you do not explore in phase II of your turn. Skip that step and move to phase III. However, you may get a Skellige exploration card and then fight or meditate during phase II.

Traveling from an island back to the continent

When you travel from an island location back to the continent:

1. Play a card with a terrain type matching the harbor location on the continent you want to reach. You may also play a card that doesn't match the location and pay 1 gold, or play any 2 cards. Remember, there can only be 1 ship in each harbor.
2. Move your miniature to the ship, then move the ship to the chosen location and place the miniature there. You do not read a Skellige exploration card during the travel back to the continent. You may perform the harbour's location action, and you may continue with phase I.



You can perform this travel up to 2 times in 1 turn (which happens only if you begin the turn on the island location, ship back to the continent, ship to one of the island locations, and then back to the continent).

DAGON

When Dagon moves to the topmost spot on the Dagon track (the Dagon location) it **emerges**.

If this happens when you are traveling to an island location and you roll 5 or 6 on the die, the sea travel is **safe** and the player to your right reads the upper section of the Skellige exploration card.

It may also happen as an effect of a Skellige exploration card.

  In any case, lower your **SHIELD** level to 0 and gain a **Dagon trail token**. Then you reach your destination and continue your phase I.



Dagon can also emerge as a result of an event card or other special effects. If that happens, and no player is performing a sea travel, Dagon emerges but no one is affected.

Dagon location clarifications

The Dagon location is the spot on the top of the Dagon track. **Players cannot move to the Dagon location until Dagon reaches that spot.**

It is only possible to reach the Dagon location from a continent location.

There may be more than 1 ship on the Dagon location (so there may be more than 1 player there).

  Once Dagon is on the Dagon location do not roll the die while traveling to island locations as the travel is always considered **dangerous**.

If Dagon is driven away and placed back on the bottom spot of its track, players cannot move to the Dagon location until Dagon emerges again. They can only move from the location back to a continent location.

TRAVELLING TO FIGHT DAGON

When Dagon has emerged (reached the Dagon location), you may decide to board a ship on the continent and sail to fight it.

Fighting Dagon

You must be on a location on the continent that has a ship on it. Place your miniature on the ship and play a card of any terrain type (as shown on the Dagon location on the track).

Do not read a Skellige exploration card. Move the ship with your miniature to the Dagon location, then proceed to phase II of your turn and fight Dagon, following the normal fight rules.

The Dagon card shows its level, life pool, special ability, and fight outcome.

You may only get a **Dagon trail token** if you travel to one of the island locations, and during that travel Dagon emerged; or if you fought Dagon and lost.

Dagon fight outcome

As shown on the Dagon card, there are 2 possible results of the Dagon fight:


1. **Dagon is driven away if:**
 - a. You win the fight.
 - b. You are defeated but Dagon has only 0 or 1 cards left in its life pool.The Dagon miniature is placed on the appropriate spot of the Dagon track (depending on the number of players). Take 2 gold, any chosen 0 cost card from the pool of the 6 available, and the top card from the Dagon bonus cards (place this with your trophies). You do not move up on the trophy track and you do not suffer fatigue.
2. **You are completely defeated, you have 0 cards, and Dagon has 2 or more cards in its life pool.**

Dagon remains in the game on the Dagon location on the Dagon track, and you gain a Dagon trail token (if you don't have one), and any chosen 0 cost card from the pool of the 6 available. Also, during Phase III of this turn, you draw 1 card less.

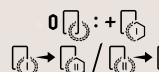
In both scenarios, follow all other fight outcome steps and move to Phase III of your turn.

ISLAND LOCATIONS

Ard Skellig

 Choose 1 attribute to train (**COMBAT**, **DEFENSE**, **ALCHEMY**, or **SPECIALTY**) and raise its level by 1.

Eyna

 If you have no level 1 or level 2 monster trophy cards, randomly pick a level 1 monster token from the pool. Then, take the corresponding trophy card and slide it under your player board with the trophy ability visible. Discard the monster token. Do not move up on the trophy track and do not suffer fatigue.

If you have 1 or more level 1 or level 2 monster trophy cards, choose 1 and discard it. If it was a level 1 monster trophy, randomly draw a level 2 monster token from the pool and follow the steps above. If it was a level 2 monster trophy, randomly draw a level 3 monster token from the pool and follow the steps above.

Isle of Mists


 Choose 1 option:

- Pick a 0 cost card from the 6 cards available on the main board and add it to your discard pile. You cannot perform this location action if there is no 0 cost card in the pool. Then, replenish the action card pool as normal.
- Lose 1 gold and pick a 1 cost card from the 6 cards on the main board and add it to your discard pile. You cannot perform this action if there is no 1 cost card in the pool. Then, replenish the action card pool as normal.


NEW ISLAND LOCATIONS

If you discover another island location (on a Skellige event card), place the event card next to the other island locations. From now on, players can sail to this newly discovered location.

Aenye Ard


 Draw 4 potions. If you exceed the limit of 4 potions, discard any chosen potion(s) down to 4.

Hen Inis

 If you have 0 or 1 level 1 monster trophy cards, draw a level 1 monster token from the pool. Then, take the corresponding trophy card and slide it under your player board, trophy ability visible.

Discard the monster token. You do not move up on the trophy track and do not suffer fatigue.


Haundre Hevangix

 Randomly draw a level 1, 2, or 3 monster token from the pool, and take its monster card. Then proceed to phase II of your turn and fight it. Apply the normal fight outcome, but if you are defeated, shuffle the monster token back into the pool.

Loc Gwen

 Gain 3 gold.

Pawen y Crevan

 Gain (up to) 1 of each trail token.

WILD HUNT

May be used with *Mages* and *Monster Trail*.

SETUP

Players don't keep track of their trophies on the trophy track and do not suffer fatigue after gaining a trophy. Use the *wild hunt* help cards instead of the standard help cards. Place the **quest tokens** near the board.

Take the **round tracking board** corresponding to the number of players, and choose a player to manage the board. Place the **tracking token** on the 1 spot in the top-left corner. Each player places their scoring token near the round tracking board to create the **movement pool**, then add the **closed tavern token** to the pool.

Replace the standard exploration and event cards with those from this expansion. Create the exploration deck: place 3 facedown *stage II* cards with 4 facedown *stage I* cards on top of them (in 4 or 5 player games, place 3 *stage I* cards instead).

Choose the **wild hunt**. A suggested order to use is Nithral, Imlerith, Caranthir, then Eredin. Place the appropriate wild hunt card, side A faceup, near the round tracking board. Place **6 hounds of the wild hunt** miniatures and facedown tokens nearby, with **1 hound card** (correct player count side faceup). Place the 4 chosen wild hunt's **special attack cards** and the **shield tokens** nearby. Place the **charge/bite token** near the monster attack cards.

Choose a **difficulty level** (Wild Hunt rules p5). Place the listed number of monsters on the board. For the first monster, draw a facedown forest location token; for the second (if there is one), a facedown water location token. Reveal both tokens, then place the monster(s) on the main board.

Place the indicated number of shield tokens on the wild hunt card.

Draw and reveal a mountain location token, and place the **wild hunt miniature** on that location's action text. Shuffle the token back into the pool. Each player draws **5 cards** and takes **3 gold**.

GAMEPLAY

The wild hunt appears on the board at the start of the game. Players cannot fight the wild hunt until after the last round of the game, when they try to win a fight against the wild hunt together. If they manage to kill the wild hunt before all witchers are knocked-out, they win the game together. If all players are knocked out, they all lose the game.

Round tracking

On the round tracking board, rounds are tracked with the tracking token. Each row has a **phase II** spot, showing which wild hunt exploration card is drawn; during the first 4 rounds, a *stage I* card is drawn, and during the final 3 rounds, a *stage II* card is drawn.

Each row also has a **phase IV** spot that shows what happens at the end of each round. At the end of the 8th round (4 and 5 players: 7th round), players fight the wild hunt during phase IV.

Monsters

For each hound and/or the wild hunt on the same or neighboring location as a monster, the monster's **life pool** is increased by 1. Its life pool cannot exceed 20.

Wild hunt shields

The wild hunt begins the game with a number of **shield tokens**.

If a wild hunt exploration/event card makes the wild hunt lose 1 or more shields, return the tokens to the box. The wild hunt may also lose shields when any player successfully fights a hound (see or defeats a monster).

If the wild hunt has 0 shields, any additional shield loss it suffers before the final fight is ignored.

TURN SEQUENCE

PHASE I

Players perform movement and actions during phase I in any order, and may freely discuss this order. Each player may complete all of their actions in a row, or alternate taking actions with other players as they see fit.

You cannot take a location action if a hound and/or the wild hunt is currently there, but you may freely enter and leave that location. Keep the wild hunt and hounds on the location action to remember that they block the action.

Players may try to fight each hound once during phase I. You can fight a hound alone or together with other witchers, if you all share the same location. **Fighting a hound is part of phase I and does not end this phase**. When the hound fight is over, each player on the location may choose to take the location action and continue their turn, if able.

Exchange action

When two (or more) witchers are at the same location, at any time during phase I, any of them can perform exchange actions. Each Witcher there may freely exchange (or give away) any of the following between themselves, any number of times each: gold, potions, bombs (*Monster Trail*), trail tokens, and trail quests (that have 1 gold on them).

Dice poker location action

You cannot play dice poker against other players during this expansion. Instead pay 1 gold, rolls 5 dice, and then you may perform 1 reroll (of any number of dice). Compare the result with the table on the wild hunt help card.

PHASE II

Phase II begins when all players decide to end phase I (or they can't perform any more movements or actions).

Fight

First, in any order, all players who wish to do so perform a fight.

Players cannot fight each other. If 2 or more players are at the same location, they decide together which one of them fights the monster.

Other player(s) in the same location may **support** the player fighting the monster. Supporting is optional, but players may only support the fighting player if they have at least 1 card in their hand.

1. Discard any number of cards from your hand.
2. Decrease the monster's life pool by the number of cards discarded.
3. After creating the life pool, the player fighting the monster draws a number of cards (from their deck) equal to the number of cards that were discarded.
4. When you support a player (by discarding any number of cards), you get the witcher trophy from the player fighting the monster. You may only have 1 trophy from each other player.

Fighting a monster uses the standard rules, with these exceptions:

- For each hound and/or the wild hunt on the same or neighboring location as a monster, the monster's life pool is increased by 1 (the life pool may not exceed 20 cards).
- The choice for charge/bite is done by flipping the charge/bite token after the card is revealed.
- If the monster is defeated or driven away, do not draw a new monster.

The rewards and consequences of defeating, driving away, or being defeated are the same as the standard rules, however:

- You do not suffer fatigue if you kill a monster, and
- If the monster is defeated or driven away, the wild hunt loses a number of shields equal to the level of the monster.

Meditate

Then, any player that did not fight a monster may meditate (you do not suffer fatigue). You can meditate whether or not you supported a fight.

Explore

After all fights and/or meditations are done, any player draws a wild hunt exploration card from the exploration deck (stage I or stage II, as shown on the round track). Exactly 1 card is read, no matter the number of players.

Quest (to be completed by one or more players during the following rounds): Follow the card's instructions and keep it faceup near the main board. If you have other active quests, these remain in play.

Choice (to be made collectively by the players): Discuss the options and come to a common decision. If there is a need to break a tie, the youngest player makes the final decision.

Location tokens: When drawn due to an exploration card's effect, keep them beside the card. Return them facedown to the pool when their associated quest is resolved.

Quest tokens: Use them on the map as a reminder for ongoing quests. Remove them when their quest is resolved.

During the 8th round (4 and 5 players: 7th round) do not read an exploration card.

After reading 1 wild hunt exploration card (and possibly the event card connected with it) proceed to phase III.

PHASE III

1. New monster and/or hound appears

When a hound appears, take 1 hound (from the supply) and place it at the wild hunt's location (covering the location action). If there is already a hound there, place it at a neighboring location with no hound, chosen by the players.

The hound card shows their basic information depending on their level.

If a new monster appears:

1. Draw a random monster token (from the pile with the level listed on the round card).
2. Draw a location token. The players choose which terrain type, but each terrain type can only ever have 1 monster on it.
3. Reveal both tokens. Place the monster token near the location on the board that corresponds to the location token drawn in step 2. Place the matching monster card and the location token in the monster section of the board.

If there are 3 monsters on the board and you must draw a 4th, do not draw one. Instead, add shields to the wild hunt equal to the level of the monster that was supposed to appear multiplied by 2.

2. Wild hunt movement

If there are any players on the wild hunt's location, it does not move. Proceed to step 3.

Otherwise, 1 player draws 1 token from the movement pool. If it is a player's **scoring token**, the wild hunt moves up to 2 locations towards that player, using the shortest path. If there are 2 shortest paths, players choose one of them together.

The wild hunt immediately ends its movement when it enters a location with any player, and/or it has moved 2 locations.

If it is the **closed tavern token**, the wild hunt moves up to 2 locations towards any player (chosen collectively by all players).

Wild hunt solo: Don't draw a token from the pool; the wild hunt always moves 2 locations towards your location.

If the wild hunt enters a location with 1 (or more) witchers, the wild hunt's special ability on its card is activated.

3. Move the tracking token

Move the tracking token to the next row on the round tracking board, and begin the next round.

FIGHTING HOUNDS

Players that occupy the same location as a hound may decide to fight it together. This does not count as a monster fight and is completed in phase I.

Referring to the hound's level on its card, each fighting player draws a number of cards from their deck to their hand; and lowers their **SHIELD** level.

Each fighting player then creates a card combo (of at least 1 card) to try to deal as much damage as possible.

Damage symbols deal **DAMAGE** to the hound.

SHIELD symbols raise the player's **SHIELD** level (up to their **DEFENSE** level). All other symbols are ignored.

If the total damage is **equal to or greater than the hound's life points**, the wild hunt loses shields equal to the amount of damage that exceeds the hound's life points. If the damage was equal, the wild hunt does not lose shields.

Then reveal a random hound token of a level matching the level of the killed hound. Each fighting player (in any order) gains the bonus. Then return the token to the box and remove the hound miniature from the board.

+    Gain any 1 trail.



Draw the top 1 card from your deck to your hand.



Add any 1 of the revealed cost 0 action cards to your discard pile (if there are none, reveal cards one by one from the pile until one is found, then shuffle the other cards back in). Finally, move the pool to the right, and fill the space with a new card.



Add any 1 of the revealed cost 1 action cards to your discard pile.



Raise any attribute by 1 level.



Raise your lowest attribute by 1 level.



If the total damage is **less than the hound's life points**, each fighting player discards all the cards they have and the hound remains on the board.

FIGHTING THE WILD HUNT

Each player keeps their hand of cards and shuffles their discard pile with their deck. Flip the wild hunt card to side B. Shuffle the 20 monster attack cards, discard 4, then shuffle the 16 cards with 4 wild hunt attack cards, to give you the **wild hunt's life pool**.

Fight structure

1. All players at the same location as the wild hunt each perform a fight turn (in any order).
2. All players not at the same location as the wild hunt are placed on the wild hunt's location (but do not perform a fight turn).
3. The wild hunt performs a fight turn.
4. All players (not knocked-out) take a fight turn (in any order).

Repeat steps 3 and 4 until the wild hunt is defeated, or all witchers are knocked out.

Player's fight turn

Players choose the order in which they perform their fight turn. Each player must complete their full fight turn before the next player can start their fight turn.

For each damage dealt to the wild hunt while it has any shields, reduce its shields by 1. Once all shields are removed, immediately start dealing damage as normal, starting with any excess damage.

If one or more of the wild hunt's special attack cards are discarded during a player's turn (by dealing damage or any ability), then activate the **passive ability** on each of those cards

Wild hunt fight turn

When the wild hunt performs their fight turn, any player discards the top card from the Wild Hunt's deck faceup:

Special attack card: Each player applies the effect shown on the top part of the card.

Standard attack card: Each Player flips the **charge/bite token** separately and applies the corresponding effect.

Knocked out

If a witcher has 0 cards in their hand and deck, they are **knocked out**. They don't perform any further fight turns, or apply wild hunt attack effects. The remaining witchers continue the fight. If all witchers are knocked-out, all players lose. If the wild hunt life pool deck is empty, and there is at least 1 witcher standing, the fight is over and all the witchers win.