
THE
WITCHER
OLD WORLD
A GAME BY
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INTRODUCTION

work in progress

INTRODUCTION & CREDITS

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BOX CONTENT



Game Board

BOX CONTENT
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GAME SETUP

> **Note:** During your first game in The Witcher: Old World, we recommend playing a 1, 2 or 3-player game.

❶ Game Board

Place the Game Board in the middle of the table.

❷ Action Card Deck

Shuffle all 90 Action Cards facedown; **place** them in a facedown pile to form the Action Deck.

Next, create the **Action Cards Pool**:

1. **Reveal** Action Cards until **3** "0-Cost" Cards are revealed; **place** these 3 Cards on the 3 right-most slots on the Game Board, in a random order and face up.
2. Combine the remaining revealed Cards (if any) together with the Action Deck; shuffle and **place** it face down on its indicated spot on the Game Board.
3. **Reveal** 3 Action Cards from the Action Deck; **place** these on the three remaining slots on the Game Board , in a random order and face up.

❸ Potion Deck

Shuffle all Potion Cards; **place** them in a face-down pile on their indicated space near the Game Board.

❹ Attribute Trophy Cards

If playing a **2/3-Player game**:

- Place 1 Attribute Trophy Card for each Attribute (Combat, Defense, Alchemy, and Specialty) on their designated spot on the Game Board.
- Place the remaining 4 Cards back in the box.

If playing a **4/5-Player game:**

- Place **all** Attribute Trophy Cards on their designated spot near the Game Board.

❺ Exploration and Event Decks

Do not shuffle the Event Deck! Keep it in numerical order, as shown by the numbers on the back side of the Cards. Place the unshuffled Deck on its corresponding spot on the Game Board, numbered-back-side up.

Shuffle the two Exploration Decks separately. Place each on their corresponding spots on the Game Board.

❻ Gold and Poker Dice

Place all Gold Tokens and the two sets of Poker Dice near the Game Board.

❼ Location Tokens

Sort all Location Tokens into 3 piles (according to their Terrain types of: Forest, Mountain, and Water). Shuffle each pile separately and place them in separate face down piles near the Game Board.

Draw 1 Token from each pile and place them face up on their corresponding slots on the Game Board.

❽ Monsters

1. Sort all Monster Cards into 3 separate piles (based on their Level: I, II, or III) and place them nearby face up, showing Monster's illustration, Life Pool and Special Ability.
2. Sort all Monster Tokens into 3 separate piles (based on their Level: I, II, or III). Shuffle each pile separately and place them nearby face down.
3. Draw 3 Tokens from the Level I Stack of Monster Tokens; place them randomly, 1 near each of the face-up Location Token on the Game Board.

   2-Player Game: Draw 2 Tokens from the Level I Stack of Monster Tokens and 1 from the Level II Stack, instead.
4. Turn the Monster Tokens face-up.
5. Move the Token to a Location shown on the Location Token. Do not cover the Terrain type; place the Token near the Location.
6. Then, find a Monster Card matching the Token, and place it on the Game Board, directly below the corresponding Location Token.

GAME SETUP
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❾ Starting Player and Help Cards

The Player who most recently read a Witcher book is the Starting Player, alternatively, you can determine this randomly.

Each Player takes an **Action and Fight Help Card**.

❿ Player Components

Each Player does the following:

1. Starting with the Player to the **right** of the starting Player, then continuing in **counter-clockwise order**, each Player takes a **Player Board**, by performing the following steps (one at a time):
   - **Shuffle all** (unchosen) **Player Boards** face-down.
   - **Draw 2;** then, **choose 1** to keep. (Return the unchosen one back with the remaining Boards.)
   - The next Player **repeats** two previous steps until all Players have chosen a Player Board.

   Clarification: *The Starting Player of the game should be making the last choice (in a 5-player game the Starting Player draws the last remaining Player Board).*

   Optionally: *Players can distribute Player Boards using any method they choose.*
2. Take a **Scoring Token** (in your chosen color); place it on the lowest spot of the Trophy Track.
3. Take a **Witcher Miniature** that corresponds to your chosen Player Board; take and attach the matching **colored ring** to it, then place the miniature on the School Location that matches your chosen School symbol.



4. Take **5 Cubes** (in your chosen color) place 1 on each of the **Level 1 spots** of all 4 Attribute tracks and the Witcher Level track.
5. Take the number of your **Witcher Trophy Cards** equal to the number of your opponents (i.e. 3 Cards in a 4-Player game); place them face down under your Player Board.
6. Take a **Shield Marker** (in your chosen color); place it on the "1" spot of the Shield Track.
7. Take your **10 starting Cards** (they can be identified by the icon depicted on them that matches your chosen School); shuffle them in a face-down Deck and place it on the corresponding spot on your Player Board.
8. Take a **Setup Card** and according to the number of Players and Player order:
   - Take the indicated amount of **Gold**; place it on your Player Board.
   - Draw the indicated number of **Cards** from your Deck.

	Solo	2-player game	3-player game	4-player game	5-player game
1st Player	5 Cards, 3 Gold	3 Cards, 2 Gold	3 Cards, 2 Gold	2 Cards, 4 Gold	2 Cards, 5 Gold
2nd Player	X	5 Cards, 4 Gold	4 Cards, 4 Gold	3 Cards, 5 Gold	3 Cards, 5 Gold
3rd Player	X	X	5 Cards, 6 Gold	4 Cards, 6 Gold	4 Cards, 5 Gold
4th Player	X	X	X	5 Cards, 7 Gold	4 Cards, 7 Gold
5th Player	X	X	X	X	5 Cards, 7 Gold

9. Return all remaining Player components back to the game box.

4/5-Player Setup Changes

Firstly, we recommend to play a 1-3 Player game first, before playing a 4 or 5 Player game. Once each Player is familiar with the game, the game will proceed much more smoothly.

When playing the game with 4 or 5 Players, **after** you setup the game as normal, perform the 2 additional steps below:

1. Prepare an **additional stack** of Level 1 Monster tokens.

   Place the stack face down near the Monster section on the Main Board.

   For a **4-Player game:**

   - Randomly draw 1 Level-1 Monster token for the stack.

   For a **5-Player game:**

   - Randomly draw 2 Level-1 Monster tokens for the stack.

2. Each Player chooses **one** of their Attributes and gains 1 Level in it.

   Starting with the first player, each player does this one at a time and in clockwise order.

GAMEPLAY

THE GOAL OF THE GAME

In The Witcher: Old World, each Player takes control of a Witcher, trained in one of the five schools. Players set out to explore the vast Continent, training and fighting to gain glory along the way. Players take Turns in clockwise order. Players strive to acquire 4 Trophies during play; the first player that does so is declared the winner and the game ends immediately. The wins, bringing the highest honor and renown to their School!

Trophies are gained in multiple ways: Killing Monsters (the primary way), winning fights against other Witchers, and by reaching level 5 of an Attribute.

Golden Rule

Card text supersedes the Rulebook:

- If any text on a Card contradicts any rule written in this rulebook, obey the rules on the Card.
- If Players disagree on how an effect should be resolved: **resolve it in a way that would maintain the greatest thematic sense.**

How to use this Rulebook?

The best way to learn how to play The Witcher: Old World, is to go through the next four chapters of this Rulebook, in this order:

- Game Basics (page xx)
- Player's Turn Explained (page xx)
- Fights (page xx)
- Location Actions (page xx)

We also recommend that you use this order when teaching the game – just focus on the main rules to help new players grasp the game flow.

After these 4 chapters, you will find two examples of a full Player Turn. Starting on page XX, all keywords and icons are detailed and explained.

GAME BASICS

Action Cards

Each Player begins with a unique Deck of 10 Action Cards; additionally, each Player can gain new Cards – and even permanently lose some Cards – to craft their own customized Deck during the game!

Action Cards have multiple uses; you can play each Card for one of the following effects, either:

1. to Move, or
2. use a Fight ability.

The bottom-left corner of the Card depicts a Terrain symbol. (See Movement, on page xx).

The bottom-right corner depicts the name and the Cost of the Card (see Draw and Gain Cards, on page xx)

The top-left part of the Card depicts the ability that may be used during an Attack (see Witcher's Fight Turn, on page xx).



[...] I was sure I'm done for. I was to die torn to pieces and eaten, or devoured whole, without the tearing. I couldn't move for the paralyzing fear, and those who would call me a coward must have never faced four starving ghouls. And then... A flash and a bang! I closed my eyes, blinded by the sudden brightness. At first, I could hear roaring, then whimpering and moaning of the monsters. Once my sight returned, I saw a witcher, tall and stalwart, sheathing his silver sword in a scabbard on his back, dead monsters scattered at his feet. He saved my life.

Chronicles of Benno Kobart, excerpt from chapter XIII, Dangers on the Trail.

Rules for each Players' Deck:

- **Always** keep it face down on the left side of your Player Board.
- You can always look at all the Cards in your Deck when you suffer the Fatigue (page XX). You may have to look at all the Cards in your Deck as a result of some Exploration Cards. Besides that, you can look through your Deck, when you are not the active Player and you are not in a fight. When you are done looking through your Deck, you must shuffle it and place it face-down.

Rules for each Players' Discard Pile:

- **Always** keep it face up, to the left of your Deck.
- If any effect forces you to **discard a Card,** place it face up on your Discard Pile.

Rules for Trashing a Card:

- If any effect forces you to Trash a Card, return it to the game box; it cannot be used anymore during this game.

Attributes and Witcher's Level

You have 4 Attributes depicted on your Player Board.

The 3 leftmost ones are common among all Player Boards:



Combat will help you draw more Cards during the Fight.



Defense will help you block more Damage during the Fight.

Any time you raise your Defense level, immediately rise your Shield level by 1 on your Shield track.



Alchemy will help you consume more magical Potions during the Fight.

Any time you raise your Alchemy level, immediately gain 1 Potion taken from the top of the Potion Deck.

The rightmost Attribute - **Specialty** - is unique; it is determined by the Witcher school you choose during setup:





Specialty is different for each Witcher, and all of them are explained later in this Rulebook (see page xx).

Leveling Up

After **each** of your 4 Attribute markers are moved to (or past) their **Level-2 spots**, you **immediately** Level-Up to Level 2; likewise, when all 4 markers are all moved to (or past) the Level-3, 4, or 5 spots, you immediately Level-Up to Level 3, 4, or 5, respectively:

- When you Level-Up to Level 2 or 3: Immediately draw 1 Card from your Action Deck.
- When you Level-Up to Level 4 or 5: Immediately draw 2 Cards from your Action Deck.



1. The Player raises their Alchemy level, so they move their Alchemy Attribute marker to Level-2 spot.



2. Each of Player's Attributes are on the Level 2 or higher, so the Player raises their character level to 2.

!

Note: Sometimes, during Fight or Exploration, you lower your Attribute. You never lower your Level, even though all your Attributes are lowered below your current Level.

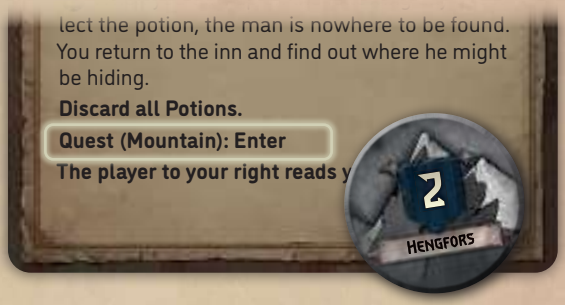
When your Attribute reaches level 5, it also may never be lowered.

Location Tokens

Location Tokens serve several purposes in the game. To avoid any confusion, we have explained them here, before we get into the rules description. Location Tokens are kept face-down near the Board.

They are used to show, where the Monsters are located – placed face-up on the designated slots on the Game Board.

They are used to indicate a specific Location, when a Quest requires one.



They are used as a Trail Tokens for a specific Monster – kept face-down on the Player Board. I.e. face-down Forrest Token is considered as a Monster Trail Token for the Monster that is occupying a Forrest Location at that moment.

Manticore School Special Location

There is a special Location on the Map, that doesn't have any corresponding Location Token. The number of this Location is 0 and it may be found on the east. Although there will be no Monsters, Trails or Quests connected to this Location, it still has a Location Action that Players can use (see Location Actions on page XX). Witcher from the School of the Manticore is a part of Monster Trail Expansion and is described with details in the rulebook to this expansion.

EXAMPLE
work in progress

Potions

Keep your unused Potions face up near your Player Board.

You may have up to 4 Potions at a time, regardless of your Alchemy Level.

If you exceed the limit, discard any chosen Potion(s) down to 4.

PLAYER'S TURN EXPLAINED

Each Player's Turn is divided into **3 Phases**:

I. **Movement and Actions**

II. **Fight, Meditate, or Explore**

III. **Draw and Gain Cards**

The Game Board depicts Phases I, II and III to aid Players.



Once all Players are familiar with the game, Player Turns (Phases) may overlap with the next Player (when Player decisions are not impacted by what other Players do). The Phase III of a Player's Turn consists mostly of some Deck management, when the Active Player is doing that, the next Player can begin Phase I of their Turn.

[...] Otto leaned towards me over the table, his eyes a little unfocused now from the local moonshine. I must mention that nowhere in the world is dwarven drink as fine as in the mountains of Mahakam. It warms the bones as fiercely as a phoenix rising, even in the midst of winter. Otto leans, then, and tells me with pride, that dwarves fear no one. He goes on to explain that years ago his people created complex systems that allow them to flood mines and withdraw during wartime. I told him it's fortunate they haven't had to test those systems yet and ask him to pour, for my mustache was turning into icicles. But the thought of how different the mountainous land of the dwarves truly is and how unique the temperament of its people stayed with me for a long time. In the following years I learned that no two lands are the same, just like you'll not find two identical snowflakes. And every land is worth discovering for yourself!

Chronicles of Benno Kobart, excerpt from chapter III, A Description of the World.

PHASE I: Movement and Actions

The Witcher travels across the vast Continent; it may be a long trip, where you visit huge cities to preparing for your next hunt.

In Phase I, the Active Player uses Cards to Move and visit different Locations to perform Actions.

The Active Player may Move and perform Actions multiple times in this Phase.

The Active Player may also decide to skip this Phase entirely, and proceed to Phase II.

1. Movement

To Move: Discard a Card from your hand to move your miniature to a **Connected Location**.

- The **Terrain icon** on the Card you play indicates the Terrain type that you can move to.
- You can discard **any 2** Cards (depicting any Terrain icons), to move to a Connected Location that depicts **any** Terrain.
- You can 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 this **1 Card** to move to a Connected Location that depicts **any Terrain.**

Connected Location

The "very next" Location you reach along a path, i.e., you can't skip over Locations when moving.



Movement Clarifications

- Since the step 2 is optional, you may **Move any number of times** before proceeding to step 2 – playing a Card(s) for each Movement.
- Before you go to step 2, you **must Move at least once**. You can't begin your Turn by performing actions in your Location.
- You may move to a Location that has **any number of opponent and Monster miniatures** already there.

2. Dice Poker and Location Action

You **may** perform a **Location Action** and/or play **Dice Poker**; after, proceed to step 3.

a) (Optional) Location Action

Each Location has a unique **Location Action**, which is depicted next to it on the main Board.



When you move to a Location, you **may** choose to perform the Location Action.

Each Turn, each Location Action can be performed up to **1 time only,** even if you move out of the Location and back again during the same Turn.

Specific Location Actions are explained on page xx.

Location Action Clarifications

- You may perform a Location Action regardless if other Witchers or Monsters are there.
- It is possible to take a Location Action at your starting Location; to do so, you must move to that Location during your Turn.

b) (Optional) Playing Dice Poker with another Witcher

You can choose to play Dice Poker with another Witcher at your current Location.

Each Turn, you may play Dice Poker up to **1 time** only with **each** Witcher.

Dice Poker Clarifications

- You don't need to play Dice Poker at all, and you can pick and choose who you play with.
- It is possible to play Dice Poker on your starting Location; to do so, you must **move away and back**, during step 1), using Cards for each movement as normal.
- If you choose to perform the Location Action, you may also play Dice Poker with another Witcher at this Location, either **before or after**.
- If you play Dice Poker with a Witcher, you can't decide to brawl with that Witcher in the Phase II of the current Turn.
- *Dice Poker is explained below and on your Help Card.*

3. Make a choice, either:

Go back to **step 1 – Movement** (above), **or** Proceed to **Phase II** (below):

You can go back to **step 1** any number of times, until you run out of Cards!

You do **not** need to run out of Cards to proceed to Phase II.

Hand-Limit

Your Hand-Limit is 7 Cards: if you have 7 Cards in your hand, and you are supposed to draw any number of additional Cards, stop drawing additional Cards; the effect is lost.

DICE POKER RULES

Choose a Witcher at your Location; they **cannot refuse** to participate. You cannot choose a Witcher with 0 Gold.

To play Dice Poker, do the following, in order:

1. Both involved Players **each** place 1 of their Gold into a pile, to create the **Poker-Pool**.
2. Add 1 Gold **from the bank** to the Pool – this represents a local player ready to play and lose some gold. (The Pool should have a total of 3 Gold.)
3. Both Players each take a set of 5 Dice and roll them simultaneously.
4. The **non-Active** Player performs **1 reroll**; **after,**
5. The **Active** Player performs **1 reroll**.
6. Compare results to determine the winner.
   a. If two players had the same results (e.g. pairs), the player with highest values wins (e.g. a pair of fives is better than a pair of threes).
   b. If two players had the same results with the same values (e.g. a pair of fives), the player with 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.

> **!** **Note:** To choose a Witcher to play Dice Poker with, both of you must have at least 1 Gold each; otherwise, you cannot choose to take this Action.

Dice Poker Clarifications

Reroll: Choose **any number** of your Dice; then, roll them. You **must keep** the new values on the Dice!

Active Player: The Player who initiated the action, i.e., it's currently their Turn.

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

RESULTS



Pair: two dice showing the same value.



Two Pairs: two pairs of dice, each showing the same value.



Three-of-a-Kind: three dice showing the same value.



Five High Straight: dice showing values from 1 through 5, inclusive.



Six High Straight: dice showing values from 2 through 6, inclusive.



Full House: Pair of one value and Three-of-a-Kind of another.



Four-of-a-Kind: four dice showing the same value.



Five-of-a-Kind: all five dice showing the same value.

PHASE II: Fight / Meditate / Explore

At any point of the Phase I, you may decide to proceed to Phase II.

You may simply decide to end the Phase I, you may be out of the Cards in your hand (thus preventing you from any additional Movement), or you may decide to start a Fight with a Witcher or a Monster on your Location.

In the Phase II you **must** choose to do **one** of the following:

- Fight
- Meditate
- Explore

> **Note:** Once you choose one of these options, you may **not** go back to Move or perform any other Actions this Turn!

Fight

On your Turn, you may Fight **once**; either, against another Witcher **or**, against a Monster.

a) Witcher Fight

- You **may** choose a Witcher at your Location to Fight; if you do, they **cannot refuse** to participate.
- You **cannot** Fight a Witcher that you played Dice Poker with this Turn.
- You **cannot** Fight with another Witcher on a School Location.

"Witcher-vs-Witcher Fight" is explained on page xx.

b) Monster Fight

- You **may** choose to Fight a Monster in your Location (marked by a Monster Token).

"Monster Fight" is explained on page xx.

> *[...] and among warriors, witchers are the finest. They fight using not only swords, but magic too. Those mutants, while far less adept at the arts of magic than wizards, can still do things undreamed of by most men. And when they face monsters, they seem to go into a battle rage and become like monsters themselves.*
>
> *Chronicles of Benno Kobart, excerpt from chapter XIII, Dangers on the Trail*

Meditate

Instead of choosing to Fight or Explore, you may Meditate.

You can only choose to Meditate if:

- You have reached the highest spot (the 5th spot) on any of your Attribute tracks,
- The corresponding Attribute Trophy Card is available in the pool to take, and
- You do not already have an identical Trophy (you **cannot** have more than one of the same Trophy).

To Meditate, do the following, in order:

1. Take the corresponding Trophy Card from the pool; place it face up below your Player Board.
2. Move your marker up 1 space on the Trophy track and suffer Fatigue (detailed on page xx).

   Do NOT perform step 2 if this would end the game, giving you your "Final Trophy" to win the game with.
3. Proceed to Phase III.

> **Note:** The game can only end from a Trophy that is obtained from a Fight; because of this, If you Meditate, and this would result in you gaining your Final Trophy (i.e., gaining this Trophy will end the game): do not move on the Trophy track and do not suffer Fatigue. You still take the Trophy for its ability, but the game does not end.

> **Note:** As you reach the 5th spot on any of your Attributes, you never lower it.

Explore

Instead of choosing to Fight or Meditate, you may choose to Explore.

When you Explore, you must choose **one** of the following place to explore, either:

a. **The City,** which you are currently in–explore the streets and buildings, and talk to the people, **or**

b. **The Wilds,** which surround the City you are currently in–explore the trails, villages and take in the fauna of the wilderness.

After choosing one, the following steps must be performed in order:

> **Note:** Exploring has no requirements, so this option is always available for you to choose.

1. The Player to the right of the Active Player, draws a Card from the corresponding Deck (either the City or Wilds Deck, depending on your choice); then,
2. They read the Introduction and Options on that Card to the Active Player.

   Do not read or discuss the results at this point!
3. The Active Player chooses one of the options on the Card; then, they are read the Result of that choice.

   Do not read or discuss the results of the other Choice!



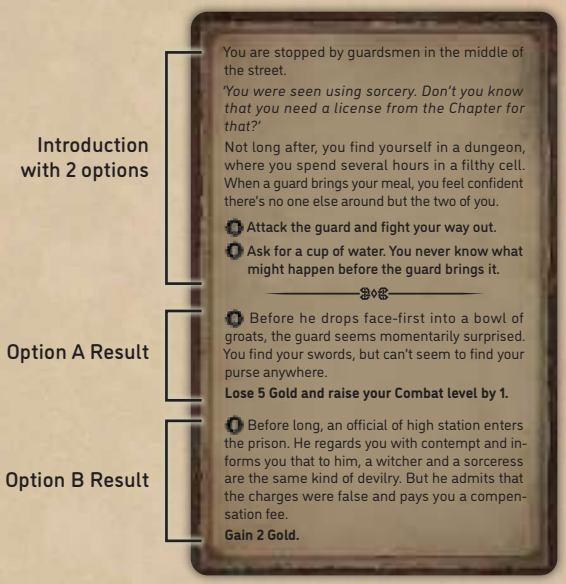
Exploration Cards

Exploration Cards are divided into 3 sections:

1. The Introduction with 2 Options.

> **Note:** The Option may require the Player to pay a certain amount of Gold. If that Player is unable to do so, they may not choose this Option.

2. Option A Result (containing the story and Cost and/or result of making that choice).
3. Option B Result (containing the story and Cost and/or result of making that choice).



Exploration Cards Clarifications

- All the effects on the Exploration Cards, whether positive or negative, relate to the Active Player.
- Some Exploration Cards allows the Active Player to draw any one of the revealed Action Cards of some cost to their Discard Pile. If there is no Card of that specific cost in the pool, the player reveals cards 1 at a time, from the top of the Action Card Deck and adds the first Card of that specific Cost to their Discard Pile.

Results

Exploration Cards can provide 2 different types of Result: **Instant** and **Quest.**

a) Instant Result

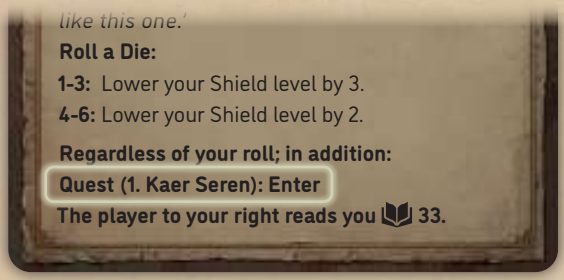
Unless the result has a **Quest** keyword, the effects are applied instantly.

- Whatever is provided, you must take or deal with immediately; after, return the Card to the game box.
- If you are unable to receive or loose something, you do as much of the effect as possible.

b) Quest Result

Some results depict a **Quest** *keyword.*

- This Card is now **your Quest;** place it face up to the right of your Player Board.
- Quests stay next to your Board until you **Resolve** them.
- If the Quest has a specific Location connected with it, you will have to move to it at any time in the future, in order to resolve it.

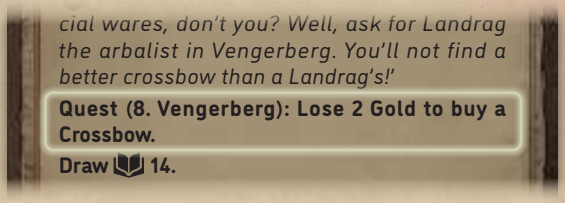


- If the Quest has a Terrain Type connected with it, you draw a random Terrain Token of that Type and place it face-up on the Quest. The Location on Token is now connected with that Quest.
- There is no penalty to ignore a Quest. Unresolved Quests are simply discarded at the end of the game with no effect.
- You can acquire any number of Quests; you do not need resolve one before getting another.
- If you need to take a specific type of a Terrain Token, and the pool is empty, take any other chosen Terrain Token to mark the Location for the Quest.

Resolving a Quest

Players resolve the Quests they have during Phase I of any of their Turns.

In order to resolve a Quest, you must move to the **Location connected with it;** you may have an additional cost to pay.



Resolving a Quest is always optional, even if you move into the required Location and you have what is required for payment (if there is an additional cost).

After you choose to **resolve a Quest,** the following is performed in order:

1. The Player to the **right** of the **Active Player**, draws the exact numbered Card from the Event Deck (as indicated on the resolved Quest);
2. The result of the Event Card may be different, based on the different types of the Event Cards. Types of the numbered Event Cards:
   - **a.** Introduction story with Options
   - **b.** Introduction story with a Test
   - **c.** Introduction story with a short Fight

     With these Cards, the Introduction (and possibly the 2 Options) is read, and the Active Player either chooses the Option, performs a Test or the short Fight.
   - **d.** Equipment or Companion

     These Cards are kept by the Active Player near their Player Board for the entirety of the Game (unless the Card states otherwise).

After resolving the Quest, put the Location Token, if used, back to the pool and return the Exploration Card face down to the box.

Event Cards Clarifications

- Encounter Cards are numbered on the back side; try to ignore the text on other Cards as you search for the required Card.



- Event Cards have their symbol that can be found on Exploration and Event Cards.
- An Event Card may provide a Permanent effect.



- All the effects on the Event Cards, whether positive or negative, relate to the Active Player.

Note: When you lower your Defense as a Result of Exploration or Event Card, remember to lower your Shield level if necessary.

[...] I told him that his reckless decisions have put us in shit. Travelling is educational, he replied with impudence.

Chronicles of Benno Kobart, excerpt from chapter XIII, Dangers on the Trail

PHASE III: Drawing and Gaining Cards

The last Phase of your Turn represents rest and training. After traveling–encountering new places, people, and dangers–it's time to calm your mind and prepare for the road ahead; however, a Witcher still needs to practice their new fighting and magical skills too.

After your Fight, Meditation, or Travel action, you perform the following 4 steps in order:

1. You may optionally discard any number of your remaining in-hand Cards. You may discard all, none, or even pick and choose.
2. Draw Card from your Action Deck until you have 3 Cards in your hand.
   - If your Action Deck ever runs out of Cards, and you need to draw a Card from the empty Deck at this point: immediately shuffle all discarded Action Cards to create a new Action Deck, then continue drawing as normal.
3. Choose 1 Card, from the 6 revealed on the Board, to gain a new Action Card. Pay a cost, if necessary.

Action Cards Cost

The number depicted on the bottom-right corner of the Card is the cost that must be paid for you to add it to your Deck.

The cost is how many Cards (from your hand) you must discard.



Depending on the Card's position (in the row of Cards on the Board), its cost may be modified:

- If the Card is on the right-most slot, you may take it discarding 1 less Card than it's normal cost. The price may be reduced to 0, but not **below** (any additional reduction is ignored).
- If the Card is on one of the two left-most slots, you must discard 1 additional Card to take it.



When you take a new Card in this step, it goes directly into your hand (not your Discard Pile); after, slide Cards to the right (to fill the empty space); then, draw 1 new Card and place it on the left-most (empty) slot.

> **!** **Note:** Gaining a new Card after losing a Fight is explained on page XX.

Clarifications

- Gaining a new Card is not optional; you must take 1, even if you don't want it.
- Discarding Cards to pay a Cost does not get rid of them permanently, they are discarded to your Discard Pile.
- Cards with a higher Cost will typically be stronger.

EXAMPLE
work in progress

FIGHTS

Witchers are trained to hunt Monsters, but their exceptional skills are of use when they must defend their schools' honor in a bar fight.

When at the same Location as another Witcher or Monster, as the Active Player, you can choose to Fight in the Phase II of your Turn. You cannot Fight with another Witcher on a School Location.

Fighting a Monster or Witcher has similar rules, what is identical between them will be discussed first (the General Fight rules); after, the unique rules that only apply to Witcher or Monster Fights will be detailed.

> *They say each one of them carries two swords – silver for monsters andsteel for people. I've met witchers who drew the latter with reluctance, and I've met witchers who rarely left it in its scabbard.*
>
> *Chronicles of Benno Kobart, excerpt from chapter XVI, What is a Witcher?*

GENERAL FIGHT RULES

These apply to **both Witcher and Monster Fights.**

> **!** **Note:** If this is a Monster Fight, there is no Defending Witcher, so you just ignore anything that references the "Defending Witcher".

If you are the **Active Player** (the Attacking Witcher) **or** the **Defending Witcher**, you **both**:

Keep the Cards that are in your hand (do **not** discard any of them); you do **not** draw additional Cards at the beginning of a Fight.

To create your **Life Pool Deck**, do the following:

Combine and shuffle all of your discarded Action Cards with your entire Action Deck; place it nearby as a face-down Deck – this is your Life Pool Deck.

Life Pool Deck and Getting Knocked-Out

The Cards in this Deck represent your **remaining Life.** Once your Life Pool Deck runs out **and** you discard/play your last in-hand Card, you are **knocked-out**; the opponent immediately wins the Fight!

When both opponents lose their last Card on the same Fight Turn, the Player that played Card(s) that led to that situation **is not considered to be knocked-out** and is the winner.

When you are knocked-out by the Monster, you may still get a reward for Driving the Monster away (explained on the page xx).

> *[...] To see one of them fighting a monster is a feast for the eyes, but to see two witchers dueling is a spectacle! The one I found most spectacular happened in Vengerberg. One of the witchers was a Wolf, the other must have been a Cat, based on his feline grace and speed. They were at each other's throats from the moment when news came out about a contract, then they fought at a tavern... what a sight that was! None who saw it will ever forget it. Only the tavern keeper seemed sad after they split a long table in two.*
>
> *Chronicles of Benno Kobart, excerpt from chapter XVI, What is a Witcher?*

Make a Wager

Additionally, **before a Witcher-vs-Witcher Fight only**, spectators may make a Wager.

Each **other** Player (those **not** Fighting), may place **one Wager**.

To place a Wager take 1 Gold (from your supply) and place it on **one** of the upper-right **spots** on your Player Board.



If you place it on this spot, you wager that the **Attacking Witcher** (the Active Player) is going to win the Fight.



If you place it on this spot, you wager that the **Defending Witcher** (non-Active Player) is going to win the fight.

Wager Clarifications

- Your miniature does **not** need to be on the Location (where the Fight is taking place) to place a Wager.
- Placing a Wager is **always optional.**
- During a 2-Player game, no Player can make a Wager.
- Player places a Wager against the "bank", not one of the other Witchers.
- You can't Wager more than 1 Gold.

Witcher-vs-Witcher Fight Rules

- Both Witchers in the Fight take one Turn at a time, alternating back and forth, with the **Attacking Player** taking the **first Turn.**
- The Fight ends immediately when a Witcher is **Knocked-Out** (as detailed above in the general rules).
- After a Witcher-vs-Witcher Fight, place a **Closed Tavern Token** on the Location. A Player cannot attack another Player on a Location with that Token.



A Monster Fight Rules

- The Player to the right of the Active Player becomes the Player controlling the Monster.
- Before the Fight, the Player controlling the Monster reads out loud the Monster's Special Ability description - the description states when the Special Ability must be used.
- Before the Fight, the Player controlling the Monster creates Monster's Life Pool. That Player draws a number of Monster Fight Cards from the top of the Monster Fight Deck, **equal to** the **Monster's Life Points** as depicted on the Monster Card.



- That Player will also manage the Monster's Life Pool.
- If the Monster takes any Damage, that Player discards equal number of Cards from the Monster Life Pool.
- When the Monster takes it's Turn, that Player will draw a single Card from the Top of the Monster Life Pool.
- 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 that Monster they take the first Turn during this Fight; otherwise, the Monster takes the first Turn.
- The Witcher and the Monster will take Fight Turns alternately, until the Witcher is Knocked-Out, or the Monster is Defeated.

WITCHER'S FIGHT TURN

Each Turn represents just a few seconds during the Fight. The Witcher can use Potions, Specialties they have learned, but most importantly, attack the opponent. Creating Card Combos represents fight finesse combining the right dodges, magical signs, and sword mastery. The Witcher constantly moves to avoid attacks, and tries to use the momentum of their attacks to their fullest.

The Witcher Fight Turn is divided into **4 Steps**, resolved in the following order.

1. Using Potions, Specialties, and Effects

Potions:

You may use one or more Potions, **up to your limit.** The limit of Potions that you can use **in total** during the entire fight is shown by your **Alchemy Attribute value**.

- **Potions Limit:** You may have up to **4 Potions** at a time, regardless of your Alchemy Level.



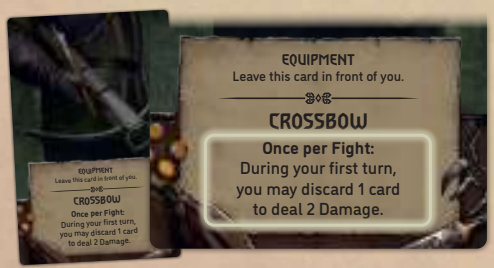
To keep track of how many Potions you have used this Fight, flip them face down after using and keep them nearby; discard them after the Fight is over.

Witcher Specialty:

You may use your Witcher Specialty following the description found on the Player Board and on the page xx of this rulebook.

Card Effects:

You may use Cards (Equipment, Trophies, etc.) for their Effect.



Potions, Specialties and Effects Clarifications

- You can use any effect during this step, unless it explicitly states that it must be used another time.
- You may use any of these options, any number of times, and in any order.
- Performing any of these are **always optional.**

2. Playing a Card Combo

From your hand, place 1 or more Cards **connected** together to form a **Combo**.

To form a Combo, do the following:

1. Place any Card face up in front of you.
2. Place another Card **connected** (on top):
   - The **color** of the Card **must match** 1 of the **Combo Extension Color**(s) on the Card you place it on.



- You may repeat step 2 any number of times, until you:
  - Run out of Cards, or
  - Cannot make another legal connection.

Note: The color must only match the Combo Extension Color of the Card **directly beneath** (this is only relevant when making a Combo that is 3 or more Cards large).

3. After making a combo of at least 1 Card, you may proceed to step **3) Resolving a Card Combo**.

All the effects on the Card played and on the Combo Extensions that Player used are resolved in the following steps.

The effects are resolved only after the Player is done with playing their Card Combo.

Card Details:

Each Card has a color, and most have **Combo Extensions** allowing to connect Cards.

Cards Combo Clarifications

- 1 Card is still considered a Combo, even though it is only a 1-Card Combo.
- If you have any Cards in your hand, you must play a combo of at least 1 Card; however, you are not required to play all of your Cards, even if you have a legal larger Combo to play.
- The connected Card (on top) must match only 1 Combo Extension. Ignore the rest of Extensions, if any.



3. Resolving a Card Combo

a) Dealing Damage

Sum all **visible Damage Icons** on all Cards in your Combo; your opponent **Suffers Damage** equal to this sum.

The Player deals 3 Damage to their opponent.

There is no Card connected to the Block, so the Yellow Extension Effect does not apply.



When fighting a **Monster:**

- For **each Damage** suffered, **discard 1 Card** from the **Monster's Life Pool**.

When fighting a **Witcher,** Damage is always applied in this order: **Shield, Deck, then Hand**, as follows:

- For **each Damage** taken, the Player lowers their **Shield level**;
- **If their Shield level is 0**, and there are still excess Damage to suffer, they discard 1 Card from the top of their deck for each excess Damage;
- **If their Deck is empty**, and there are still excess Damage to suffer, they discard 1 chosen Card from their Hand for each excess Damage;
- **If their Hand is empty**, they are **immediately Knocked-Out**; the other Witcher wins the Fight!

b) Raising Shield level

After all Damage is taken, you sum all **Shield** icons that are visible on your Combo, and raise your Shield level by that amount.

> **Note:** Your Shield level may never go above your Defense Attribute value.



There are 3 Shield Icons in Player's Combo. Their current Shield level is 1, so they raise it by 2, to the level 3. The Player cannot raise they Shield level to 4, since their Defense Level is 3.

c) Performing a Special Effects

After raising your Shield level, you may now perform the special Effects in your Combo (if there are any):

Draw the top Card from the Discard Pile.

The Player takes the top Card from their Discard Pile and adds to their Hand. The Cards used for this Turn's Combo **cannot** be chosen (they are not part of the Discard Pile yet).

Draw that particular Card back to Hand.

The Player takes the Card with that symbol and adds it the their Hand.

The order of the Cards played in the Combo is not changed.

Draw more or less Cards

Cards with that Effect are resolved in the Step 4 of the Fight Turn.

Combo Extensions effects: Some of the Combo Extensions have their effects. Resolve them only if the Combo Extension is used to extend this Combo.

4. Drawing Cards

Add and subtract from your **Combat Attribute value** any **modifiers** from Cards in your Combo, used Potions, or other Effects; the final result is the number of Cards you draw.

If your Combat Attribute value result is 0 (or less), you **draw 0 Cards** (any value below 0 is ignored, and has no additional effect).

If your Deck is depleted, do **not** shuffle your Discard Pile and **stop** drawing Cards.

After drawing Cards, place all Cards from your Card Combo into your Discard Pile.

Your **Hand-Limit is 7 Cards:** if you have 7 Cards in your hand, and you are supposed to draw any number of additional Cards, **stop** drawing additional Cards; the effect is **lost**.



The Player's Combat level is 2 and there is +2 modifier in their Combo. They have used a Potion that tells them to draw 1 less Card.

2+2-1=3, so the Player draws 3 Cards.

MONSTER FIGHT TURN

In the Monster Fight Turn, all other Players will decide on the Type of the Attack it will take.

In it's First fight Turn, the Player controlling the Monster will choose the Attack Type. That Player says out loud, whether the Monster is **Charging** or **Biting**. After that, the top Card from the Monster Life Pool is revealed and the effect is applied.

 **- Charge**

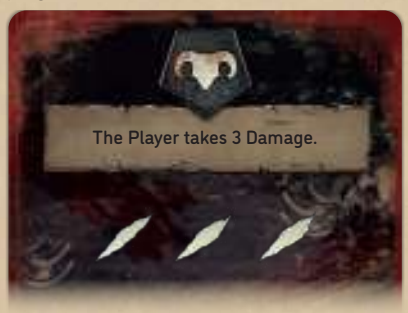
 **- Bite**

In the future Monster Fight Turns, Players will choose the Attack Type sequentially (in a counter-clockwise order, excluding the Active Player), but the Player controlling the Monster remains the same.

Monster Attack Effects:

- Damage

  Dealing Damage to the Witcher is explained above (see page 23).



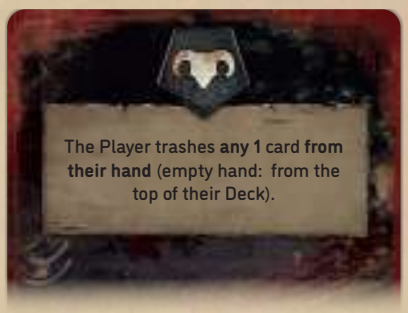
- Discarding a Random Card(s) from Hand

  Player shuffles their Hand of Cards and the Player controlling the Monster chooses 1/2/3 Cards (based on the Monster Level). Those Cards go to the Discard Pile.
  If the Player doesn't have the required number of Cards in their Hand, the whole Hand is discarded, and any remaining Cards are discarded from the top of their Deck.



- Trashing a chosen Card from Hand

  Player chooses 1 Card their Hand and Trashes it. That Card is out of the game permanently.
  If the Player has an empty Hand, the topmost Card from their Deck is revealed and Trashed.



- Lowering an Attribute Level

  Player moves the cube on the corresponding track on their Player Board.
  The Attribute cannot be lowered below 1.



END OF THE FIGHT AND THE OUTCOME

The Fight ends when the Life Pool of **one** Witcher or Monster is reduced to 0, then the opposing side (that still has Life remaining) is declared the victor and wins the Fight.

That can happen by taking Damage from the opponent.

It can also happen when the Witcher/Monster plays their last Card(s) and after resolving it/them, their opponent still has Cards left.

MONSTER FIGHT OUTCOMES

The Monster Fight may result in one of the three Outcomes:

1. Player **Defeats the Monster**, as explained above.
2. Player **Drives the Monster away**.
   It happens when the Player is knocked-out, but the Monster has 0 or 1 Card left in their Life Pool.
3. Player **is Defeated.**
   It happens when the Player is knocked-out, and the Monster has 2 or more Cards left in their Life Pool.

Defeating the Monster

1. When you defeat a Monster, take the Monster Card and gain 2 Gold.
2. Place the Gold on your Player Board.
3. Turn the Card over and read the fight description. You may read it out loud.
4. Move up by 1 on the Trophy Track and suffer the Fatigue (detailed on the page xx).
5. Slide the Monster Card under your Player Board, so the Trophy ability is visible.

After a Monster is defeated, you must **Replenish the Monster**, by performing the following steps.

1. Draw 1 random Monster Token that has a level **1 higher** than the level of the Monster that was just killed. *Example: If a level 2 Monster was defeated, you draw a random level 3 Monster.*
   - **If level-3 Monster is killed:** draw another level-3 Monster instead.
   - **If you run out of Monster Tokens of a certain level, make a new pile of driven away Monsters of that level.**
2. The Location Token connected to the killed Monster, corresponding Trail Tokens, and corresponding Trail Quests from all Players are discarded face-down back to the pool and shuffled. The Location Tokens on the Quest Cards are **not** discarded.
3. Draw a Location Token of the same Terrain type that the defeated Monster had.
4. Place the Monster Token (that was drawn during step 1) near the Location on the main Board, that corresponds to the Location (on the Token drawn during step 2).
5. Place a matching Monster Card beneath the Monster Token.

4/5-Player Gameplay Changes

The Additional Monster Token Stack:

If there is a Level 1 Monster token available in this stack, when a Level-1 Monster is killed during normal gameplay (**not** chased away), place the top token from this stack into the game (**instead** of placing a Level-2 Monster as you would normally).

*When the **additional stack is empty**, continue playing the game and placing new Monsters as normal.*

You are ready to begin your adventure!

Driving the Monster away

If you are Knocked-out during a Fight, but you manage to reduce the Monster's Life Pool to 1 (or 0), you **Drive** the Monster **away**; when this occurs, perform the following steps:

1. **Gain 2 Gold.**
2. **Discard** the Monster Card.
3. **Add a 0-cost Action** Card to your hand (explained below).

Follow **Replenish the Monster** steps as explained above, with one change.

Draw the new Monster of the same Level, as the Monster you have Driven away. If you run out of Monster Tokens of a certain level, make a new pile of driven away Monsters of that level.

Complete Defeat

If you are Knocked-Out during a Fight, and you failed to reduce the Monster's Life Pool to 1 or 0, you have a **Complete Defeat**; when this occurs, perform the following steps:

1. **Take 1** Trail Token matching the Monster's Terrain (if the Player doesn't already have one).
2. **Add a 0-cost Action** Card to your Deck.

3. **Modification:** During **this Turn only**, you can only draw **up to 2** Cards during **Step 3.**

The next time **any** Witcher attempts to fight that Monster, it will begin with a **full Life Pool** again. *It rested-up and healed since last time.*

Regardless of the Fight outcoe, perform the following steps:

1. **Shuffle** the Monster Fight Cards in the Deck and Discard Pile together to form a new Deck.
2. **Shuffle** your Action Cards in your Deck**, Discard Pile, and hand** together to form a new Deck; after, proceed to Step 3 of your Turn.

Add a 0-cost Action Card to your Deck

When you Drive the Monster away, or the Monster Defeats you, you are required to "**Add a 0-cost Action Card to your hand**"; in all cases, perform the following steps exactly, unless explicitly stated to do otherwise:

1. **Take the right-most Action Card** from the revealed pool that has a printed **costs of 0**. Ignore the printed cost modifier on the Game Board.
2. **Place** it on your Discard Pile
3. **Replenish** the Action Card pool as normal, described on page xx.

If there are **no 0-Cost Cards** in the Action Card Display: **ignore** steps 1, 2, and 3; then **instead**, perform the following steps:

1. **Reveal** Cards (one at a time) from the top of the **common Action Deck**, until a "0" Cost Card is revealed;
2. **Place** that Card into your Discard Pile, then
3. **Place** the remaining Cards that were revealed (if any) into a **common Discard Pile**, next to the Main Board.

WITCHER FIGHT OUTCOMES

Rulers and city councils throughout the Continent are giving out privileges and monopolies like it's a contest, and levy import taxes to regulate markets in accordance with their own interests. And the merchants, unsurprisingly, are racing to find ways how to bend the rules and get ahead. To think they could simply go out and have an honest fistfight, like the witchers do... I guess some people simply love bureaucracy.

Chronicles of Benno Kobart, excerpt from chapter VII, Politics and Cliques.

The Witcher Fight may result in one of two Outcomes:

1. **The Attacking (Active) Player won:**
   - The Attacking (Active) Player gains a Trophy and Gold.
   - The Defending (non-Active) Player shuffles their deck and draws 3 Cards.
2. **The Defending (non-Active) Player won:**
   - The Defending (non-Active) Player gains Gold, shuffles their deck and draw 4 Cards.
   - The Attacking (Active) Player adds a 0-Cost Action Card to their Discard Pile and draws one Card less, during Phase III.

Gaining a Trophy

If the **Active Player** (who initiated it) **won** the Fight, they perform the following steps:

If you already have a Trophy from that Witcher (i.e. you initiated the Fight with them before and won), skip that step.

1. **Take 1 Witcher Trophy** that belongs to the defeated Witcher. Those Trophies are kept underneath the upper part of the Player Board.
2. Turn the Card over and read the fight description. You may read it out loud.
3. Move up by 1 on the Trophy Track and suffer the Fatigue (detailed on the page xx).
4. Slide the Witcher Trophy under your Player Board, so the Trophy ability is visible.

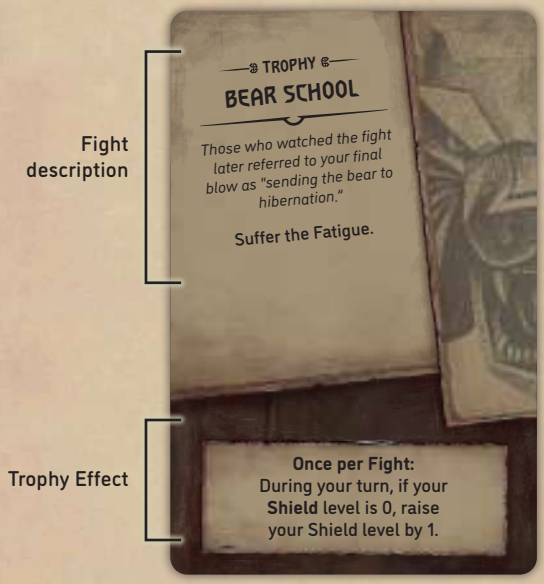
For Example: If a Wolf Witcher started and won a Fight against a Bear Witcher, the Wolf Witcher takes a Bear-Witcher Trophy from its pool. Bear Witcher do not loose any Trophies gained before.

Trophies Clarifications

- **Trophy Limit:** Each Player may have at most **1 Trophy** from each other Witcher's School.
- If the Defender wins the Fight, they don't gain a Trophy from their opponent.

Witcher Trophy Description:

Fight description on the top with a Fatigue reminder, at the bottom, the Trophy Effect is described.



Gaining Gold

The Witcher that won the fight gains Gold based on the Reputation of their opponent. The amount of Gold Player wins – 1, 2 or 3 – is shown on the Trophy Track next to their opponent's position.



Adding a 0-cost Action Card

Losing Witcher adds a 0-cost Action Card to their Discard Pile, as explained above.

Forming a new Deck

Regardless of the result–both Witchers do the same– they each: **Shuffle** all of their Action Cards found in their Deck, **Discard Pile, and hand** together to form a new Deck.

After doing so, both Players will draw Cards based on their performance during the fight, as detailed next:

a. The **Non-Active Player** doesn't proceed to Phase III like the Active Player does; instead, they immediately draw a set number of Cards after the fight:

- If the Non-Active Player **Won:** They immediately draw 4 Cards.
- If the Non-Active Player **Lost:** They immediately draw **3** Cards (instead of 4).

b. 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 (3), during Phase III.
- If the Active Player **Lost**: They may only draw (up to) **2 Cards** instead of 3, during Phase III (of this Turn only).

Resolving Wagers

If no Wagers were placed, you can move on and skip this section.

After the Witcher Fight, if any Wagers were placed, do the following:

- If a Player placed Wager on the Witcher that lost: They move their wagered Gold to the Common Pool.
- If a Player placed a Wager on the Witcher that won does the following: They take back their Wagered Gold; additionally, they gain the same amount of Gold, as the winner of the Fight.

As time goes by, the Witchers are getting more recognition and the wagers, as well as the fight rewards, are naturally growing.

[...] the prefect's son, Olgierd, rose and gestured for silence, then proceeded to speak in florid words about the time last year when he went to the edge of the forest to ambush the beast that has been terrorizing the area. He was in the middle of naming all the lands he should receive for getting rid of the problem, when a witcher entered the tavern, covered in blood and carrying the head of a wyvern. The boy turned pale, then purple in the face, opened his mouth like a fish out of water and ran out, not to be seen again that night. I guess some folk are all talk, while others are all action.

Chronicles of Benno Kobart, excerpt from chapter VII, Politics and Cliques

GAINING TROPHIES AND FATIGUE

You may gain a Trophy in 3 ways:

- **Meditate** (see page xx).
- You start (and win) a **Fight** against another **Witcher** (see page xx).
- You win a **Fight** against a **Monster** (see page xx).

Regardless of how you gain a Trophy, perform the following steps:

1. **Read** the text at the top out loud.
2. **Advance 1** spot on the Trophy Track.

   If you reach the top spot, you **immediately win the game!** *(Meditate Exception explained below.)*

Meditate Exception

The game can only end from a Trophy that is obtained from a **Fight**; because of this, if you Meditate, and this would result in you gaining your **Final Trophy** (i.e., gaining this Trophy will end the game):

- **do not** move on the Trophy track
- **do not** suffer Fatigue.

You still take the Trophy for its ability, but the game does not end.

3. **Suffer** Fatigue:

   Fatigue represents the toll that long fights and travels have on Witcher's health.

   Trash a number of Cards equal to **your Fatigue value** as shown on your current position on the Trophy Track.

   To do so: Search through **all** of your Action Cards–those in your Deck, hand, and Discard Pile–**Trash** the required number of Cards; after, shuffle all of your remaining Action Cards and form a Deck.
4. Finally, slide the Trophy Card into the special slot on your Player Board

   Trophy Cards are always displayed with their Trophy Effect **visible** to all Players.

Fatigue value

This is determined by your **current position on the Trophy Track**.

For example: After gaining the first Trophy, the Fatigue is 1, as indicated by the Trophy Track.



Trash

- This is not the same as discarding; when you Trash a Card, you get rid of it for the entire game (it is returned to the game box, never to be seen again during this adventure)!
- You can trash multiple Cards of the same type, or all different types; all that is required is that you Trash exactly the required amount; you cannot choose to Trash more or less than what is explicitly required.



WINNING THE GAME

Immediately, after one Player reaches the top spot on the Trophy Track, that Player immediately wins the game!

Remember: *the game* ***cannot*** *end after* ***Meditation.***

[...] so should you meet a witcher on the trail, fear not, but rather give thanks to all the gods for watching over you! And the more trophies they carry, the greater your luck, for there is no deed in this world more noble that to stick one's neck out for another. And that is a witcher's profession. So, let folk say what they will about mutants and killers. I know a simple truth, and every wise man knows it, too: we all need professionals. So, rise from this volume, dear reader, and raise a toast to the witchers!

Chronicles of Benno Kobart, excerpt from chapter XVI, What is a Witcher?

FULL TURN EXAMPLE

work in progress

FULL TURN EXAMPLE
work in progress

SOLO MODE

Solo Mode

Setup the game as you would for a regular game with the following changes:

New Solo-Help Card:

Take the solo-help card and keep it nearby.

Monster Setup Change:

Draw 1 Monster token from each Monster-token stack (3 in total; 1 each of level 1, 2, and 3). Do this **instead of** drawing 3 from the level-1 stack. **The rest of Monster setup is the same.**

Attribute Trophy Setup Change:

Shuffle all Attribute Trophy cards together (of all types); then, draw 1 randomly and place it near the game board face up. (Return the remaining attribute trophies to the game box.)

How to Win

To win, you must gain 4 Trophies. To do this, you'll need to do **both** of the following:

1. **Kill all 3 monsters** (that were placed during setup), **and**
2. **Gain the Attribute Trophy** (that was placed during setup).

As in the regular game, the Attribute Trophy may **not** be the final Trophy that you obtain; thus, you may **not** kill the final Monster until you obtain the Attribute Trophy.

*Keep track of **how many turns** you take during the game for final scoring purposes.*

Gameplay changes

Play the game as normal, except for the following changes:

Dice Poker

All Location Actions during Phase I are the same, **except for Dice Poker.**

You start a game of Dice Poker as normal – you pay 1 Gold, roll 5 Dice, and then you may perform **one** reroll of any number of those Dice.

After that, you compare your result to the Solo Player aid: Gain Gold based on your result (see next page).

Exploration Cards

Any effect that asks *another player* to read something, must be read by you; thus, when reading, **cover the card** (that you are reading) with another, so that you do not 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 your Fights, when the **Monster attacks**, the attack type is determined by a die roll: On a roll of **1-3**, the type is **Bite**; on a **4-6**, it is **Charge**.

Killing a Monster

Do **not** draw a new Monster card after killing one.

Drive a Monster away

If you **drive a Monster away,** you still replenish the Monster with a new Monster of the same level (as normal); however, driving a Monster away does **not** count as defeating a Monster (for the purposes of winning the game, because you do not obtain a Trophy).

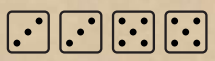
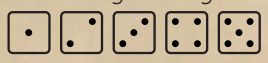
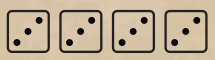
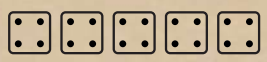
Game End

The game ends immediately when you gain all 4 Trophies, as prepared at the Beginning of the Game.

*Remember, you must **defeat** (not drive away) 3 monsters to win.*

*You kept track of **how many turns** you took during the game; now, compare your result to the table below to see how well you have done!*

Dice Poker Results

Your Result	Reward
Pair 	0 Gold
Two Pairs 	+1 Gold
Three-of-a-Kind 	+2 Gold
Five High Straight 	+3 Gold
Six High Straight 	+3 Gold
Full House 	+4 Gold
Four-of-a-Kind 	+5 Gold
Five-of-a-Kind 	+6 Gold

Solo Witcher End-Game Results

Number of Turns it took you to complete the game:	Your Result
XXX	**Not bad... for a greenhorn.** You wield your sword better and better, and the strength of your Signs grows. Although you are still far from the greatest among witchers, you are a hunter whom monsters cannot ignore.
XXX	**You can be relied on**. When given a quest, you often return with the head of the targeted beast. There are still witchers in the world who surpass you in skill, but you have nothing to be ashamed of.
XXX	**This world needs a professional, and that's you!** Your efforts do not go unnoticed. The first rumors of a brave witcher can be heard among the people. But the road to mastery is long - there is still a long way to go.
XXX	**You are on the road to become a legend.** You know your job like no other. With a sword in your hand, you become the real terror of monsters, and people know that they can feel safe with you.
XXX	**You *are* a living legend!** Bards compete in composing songs to praise your heroic deeds. Thanks to your efforts, the honor and reputation of your School are known across the Continent.

GLOSSARY

WITCHERS SPECIALTIES

> **Note:** As you raise your Specialty level, you cannot use the ability of the lower level.



School of the Bear – Armor

Once per Fight: On your Turn, if your Shield level is 0, your Armor Ability **automatically** triggers: draw Cards from your Deck (and if level 2 or higher, raise your Shield level).



School of the Griffin – Magic

Once per Fight: You may perform your Magic Ability to draw 1 Card from the **top** of your Discard Pile; then, discard 0-2 Cards from your hand.

If this ability is **level 4 or 5**: **Look** through your Discard Pile and **pick any 1** Card to add to your hand.



School of the Cat – Speed

Once per Fight: During your **first Turn**, you may perform your **Speed 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

Once during a Fight: When you make a Combo of 3 (or more) Cards, you may perform your **Swordsmanship Ability** to deal additional Damage (and, if level 2 or higher, draw additional Cards).



School of the Viper – Venomous-Steel

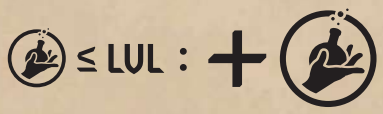
Once per Fight: When your opponent discards 1 (or more) Cards as a result of your Attack, you may perform your **Venomous-Steel Ability** to view and alter the order of your opponent's top Cards of their Deck and (if level 2 or higher) discard their Cards.

- According to the icons directly to the right of your Venomous-Steel marker, draw a number of Cards from the top of your opponent's Deck; (and possibly) discard a number of them; and then put the remaining Cards back on top of your opponent's Deck in any order you choose.
- If discarding cards is part of the effect, you **must** do it.

Use this Ability **in your Turn**, after your opponent discards 1 (or more) Cards.

LOCATION ACTIONS

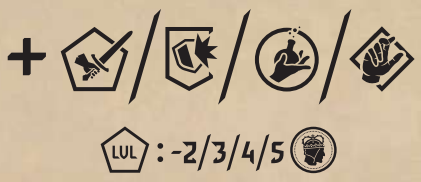
Traveling and Taking Actions on the Map is done by a Player during the "Movement and Actions Phase" (see page xx). Following are the details for each Location Action:



At this Location, you may gain 1 Level of a Indicated Attribute, **only if** that Attribute's level is **equal to or lower than your Witcher Level.**

*For example: If your Level is 1, you **can** increase your Combat (from level 1) to level 2; However, if your Level is 1, and your Combat level is 2, you **cannot** increase it to level 3 by using this Location Action.*

Important: Any time you advance your Alchemy level, immediately gains 1 Potion taken from the top of the Potion Deck.



*Locations with this symbol are **Witcher Schools**. Each Witcher School has similar effect, but Witcher Specialty can be trained only in the school that Witcher belongs to.*

1. **Choose 1** of the following Attributes **to train**: Combat, Defense, or Alchemy.
   - If you are taking that Action in your school, you may choose to train your **Specialty** instead.
   - You can't train other School's Specialties using this Action.
2. **Pay** the cost to Train that Attribute;
   - The cost is 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–School training is actually a good way to specialize in one (or more) Attributes.
   - If you cannot cover the cost, you **cannot** choose that Attribute to train.

Eg. The Player is taking an Action in one of the Schools. The Player chooses to train Defense, and that Player moves the Defense up by 1 Level – from Level 3 to Level 4. The Player has to pay 4 Gold for that training.



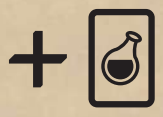
In two Locations, the Player may play Dice Poker with some locals.

The Player has to place 1 Gold to the pool, 2 Gold is placed in the pool from the bank.

The Player rolls a set of 5 Dice and the Player on the right to the Active Player rolls the other set of Dice. First the Player on the right to the Active Player may re-roll 0-5 Dice from their set, then the Active Player may do so as well.

If the Player is the winner, the Player takes all 3 Gold, if the locals have won, the Gold goes back to the bank.

All other rules are the same as witch Witcher-vs-Witcher Dice poker (see page XX).



There are 3 Locations, when the Player gains 1 Potion taken from the top of the Potion Deck. Potions are kept face-up near / or below Player's Board. If you exceed the limit of 4 Potions, discard any chosen Potion(s) down to 4.



In two Locations, the Player may talk to local people about any information they have on a Monster.

First, if the Player has 0 Gold, the Player gets 1 Gold.

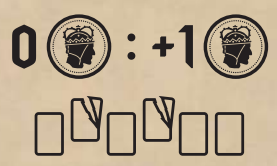
Then, the Player chooses one Monster that the Player wishes to track. The Player gets a Terrain Token from the pile, that the Monster is currently occupying. The Player

places it face-up (with a Location shown) and places 1 Gold on it – it's called a Trail Quest.

When the Player would enter that Location in any other Turn, the Player gets that Gold from the Token and Turns that Token over – that Token represents a Trail for that particular Monster.

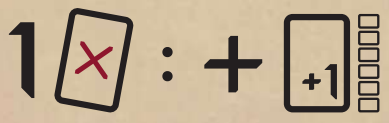
Eg. There is a contract for Harpies, that occupy a Mountain Location of Doldeth. The Player wants to get some intel on them, so the Player takes a Mountain Location Token. It shows Location Ard Modron. The Player places 1 Gold on that Token and the Player should try to get to it coming Turns to get 1 Gold and Trail Token on Harpies.

Important: If there are no Terrain Tokens of one type available in the pool, the Player may not choose to start a Trail Quest for that Terrain type.



In that Location, the Player gets 1 Gold, if the Player has 0 Gold.

Also, the Player may discard 1 or 2 Action Cards from the 6 available in the pool on the Main Board. After doing so, the available Action Cards are moved to the left, and the pool is replenished from the common Action Card Deck.



In that Location, the Player may Trash one, chosen Card from the Hand, and gain one Card from the 6 Cards available on the Main Board.

The Cost of a newly gained Card may be the same or 1 higher than the Cost of the Trashed Card.

The Player takes the newly gained Card to their hand.

[...] I will now try to give a detailed description of the weeks I've spent on the trail in the company of a witcher, when our paths crossed in a most unexpected way!

Chronicles of Benno Kobart, excerpt from chapter XIII, Dangers on the Trail.