

CORE GAME

MAP ICONOGRAPHY



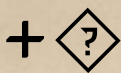
Trash a card, getting rid of it for the entire game.
You can remove a card from your hand, deck, or discard pile.
If you went through your deck, shuffle it before putting it back.



Gain 1 card from the 6 cards available on the Game Board.

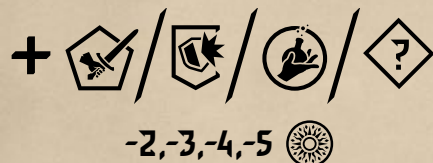


SPECIALTY ≤ LEVEL: COMBAT ≤ LEVEL:



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

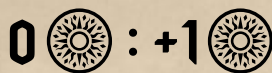
DEFENSE ≤ LEVEL: ALCHEMY ≤ LEVEL:



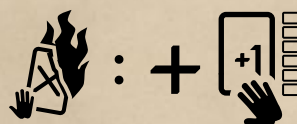
Train Attribute at Witcher School. Choose 1 Attribute to train. You can only train your Speciality at your school. Pay the training cost (current level +1).



Start a Trail Quest. Get 1 Gold and choose 1 Monster to track. Get a Terrain Token matching the type of the Monster. Place the token face-up on your board with 1 Gold from the bank on it. When you enter that location, get the Gold and turn the token over.



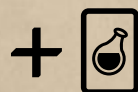
Get 1 Gold if you have 0 Gold. Also, you may Trash 1 or 2 Action Cards from the 6 available in the pool on the Game Board.



Trash 1 Card from hand, gain 1 card to hand from the 6 on the Game Board. The printed cost of a newly gained card may be lower, the same or 1 higher than the cost of the trashed card.





In this Location you can **play Dice Poker with locals.**



Draw 1 Potion from the top of the Potion Deck, if you have less than 4.

MAP ICONOGRAPHY







Take the Monster Card and gain 2 Gold.

0-1
+  + 2 



Add a 0-cost Action Card to your discard pile and gain 2 Gold.


$$2^+ + \begin{array}{|c|} \hline 0 \\ \hline \end{array} + \begin{array}{|c|} \hline \text{☯} \\ \hline \end{array} / \begin{array}{|c|} \hline \text{🌲} \\ \hline \end{array} / \begin{array}{|c|} \hline \text{⚡} \\ \hline \end{array} \\ \begin{array}{|c|} \hline \text{☰} \\ \hline \end{array} : \begin{array}{|c|} \hline \\ \hline \end{array} - 1$$

- Add a 0-cost Action Card to your discard pile,
- take 1 Trail Token matching the Monster's Terrain,
- during this Turn only, you can only draw up to 2 cards during Phase III of your Turn.

 : 1  / 1  
 : +1/2/3 

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

 + 1/2/3 

The Attacking Player gains a Trophy and Gold (based on the Reputation of their opponent).

The Defending Player gains Gold,
shuffles their deck and draw 4 cards.

The Attacking Player adds a 0-cost Action Card to their discard pile and draws one card less, during Phase III.

The Defending Player adds a 0-cost Action card to their discard pile, shuffles their deck and draws 3 cards.

CORE GAME

CARD COMBO SPECIAL EFFECT



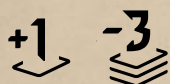
Raise Shield Level.

After all damage is taken, you sum all Shield Icon that are visible on your Combo and raise your Shield level by that amount (not above your Defence Attribute value).



Draw the top card from the discard pile.

Take the top card from your discard pile and adds it to your hand. The cards used on this turn are not part of the discard pile yet.



Draw more or less cards.

Cards with this effect are resolved during Step 4 of the Fight Turn.



Return card with this symbol to your hand.

Take this card and add it back into your hand. Other Cards used in the combo (if any) are sent to the discard pile.

ATTRIBUTES



Combat

will help you draw more cards during a Fight.



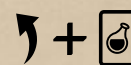
Defense

will help you block more Damage during a Fight. Any time you raise your Defense level, immediately raise your Shield level by 1 on your Shield track.



Alchemy

will help you consume more magical Potions during a Fight. Any time you raise your Alchemy level, immediately gain 1 Potion taken from the top of the Potion Deck.



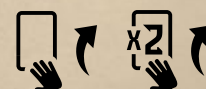
Specialty

is different for each Witcher, determined by the Witcher school you chose.



Level

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: immediately draw 1 or 2 cards from your Action Deck (depending on the level you reached).



WITCHERS SPECIALTIES



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.



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).



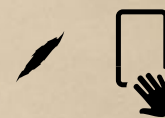
School of the Cat – Speed

Once per Fight: During your first Fight 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 per 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 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.



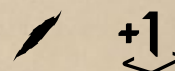
School of the Manticore – Potion Tolerance (Monster Trail Expansion)

Once per Fight: During your Fight Turn, you may **discard 1 unused Potion** (if level 1, discard 2 Potions) to perform your Potion Tolerance Specialty and **deal Damage** (and, if level 3 or higher, **draw 2 cards**).



Lady of Space and Time – Elder Blood (Ciri Expansion)

Once per Fight: During your Fight Turn, you may perform your Elder Blood Specialty to treat 1 card as if it had a Combo Extension of any color. Symbols on that Combo Extension depend on the Specialty level.





CARD EFFECTS



Raise Energy level by 1.

This icon appears on Mage Action cards and specialties.



Raise Protection Level.

Mages can protect themselves from receiving Damage by gathering Protection.

Protection gathered by a Mage only affects the very 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.



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.



Treat this card as if it had a Combo Extension of any color.



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.



MAGE SPECIALTIES

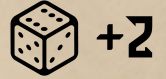


Alzur - Thunder

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 (and, if level 2 or higher, draw additional cards).



Gekhira - Necromancy

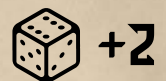
Once per Fight: during your Fight Turn, discard any 1 card from your hand to deal Damage (and, if level 3 or higher, raise your Energy level).



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.



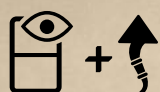
Othar - Teleportation

Once per Fight: during your first Fight Turn, gain Protection (and, if level 2 or higher, raise your Energy level).



SKELLIGE

EXPANSION



The Player rolls a die and compares the result with the spot on the Danger Track a currently occupied by Dagon. If the outcome matches **the upper range of results – the Ship travel is “safe”**.

Move the Dagon up by 1 spot on the Danger Track.

Read the **upper section** of the Skellige Exploration card.



If the outcome matches the **bottom range of results – the Ship travel is “dangerous”**.

Read the **bottom section** of the Skellige Exploration card.



Dagon Emerged. Players do not roll the die while traveling to Island Locations since the Travel is always considered **“dangerous”**.

The **bottom section** of the Skellige Exploration card is read.



The Active Player is also affected by the Dagon emerging.

The Player lowers their Shield level to 0 and gains a Dagon Trail token.



NEW LOCATIONS

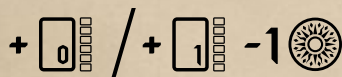


MAP OF SKELLIGE



Ard Skellig

The Player chooses 1 of the Attributes to Train - Combat, Defense, Alchemy, or Specialty. They raise the level of the chosen Attribute by 1.



Isle of Mists

The Player chooses 1 of the following options:

- They pick a 0-cost card from the 6 cards available on the Main Board and add it to their discard pile. The Player cannot perform this Location Action if there is no 0-cost card in the pool.
- They lose 1 Gold and pick a 1-cost card from the 6 cards available on the Main Board and add it to their discard pile. The Player cannot perform this Location Action if there is no 1-cost card in the pool



Eyna

If the Player has no Level-1 or Level-2 Monster Trophy cards, the Player randomly picks a Level-1 Monster token from the pool. Then, they get their corresponding Trophy card and slide that card under their Player Board, so the Trophy Ability is visible. The Monster token is discarded.

The Player do not move up on the Trophy track and they do not suffer Fatigue. If the Player has 1 or more Level-1 or Level-2 Monster Trophy cards, they choose 1 and discard it. If it was a Trophy of a Level-1 Monster, the Player randomly draws a Level-2 Monster token from the pool and follows the steps as described above.



NEW LOCATIONS



SKELLIGE EVENT CARDS



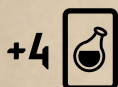
Hen Inis

If the Player has 0 or 1 Level-1 Monster Trophy card, the Player draws a Level-1 Monster token from the pool. Then, they get their corresponding Trophy card and slide that card under their Player Board, so the Trophy Ability is visible. The Monster token is discarded. The Player does not move up on the Trophy Track and they do not suffer Fatigue.



Hvandre Hevangi

The Player randomly draws a Level-1, 2, or 3 Monster token from the pool. Then, they get their corresponding Monster card. After, the Player immediately proceeds to Phase II of their Turn and they Fight the drawn Monster. Apply the normal Fight outcome with one change: if the Player is defeated, shuffle the Monster token back to the pool.



Aenye Ard

The Player draws 4 Potions. If they exceed the limit of 4 Potions, they discard any chosen Potion(s) down to 4.



Loc Gwen

The Player gains 3 Gold.



Pawen y Crevan

The Player gains (up to) 1 of each Trail token.



DAGON FIGHT OUTCOME



Dagon is Driven Away



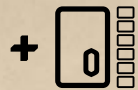
The Player manages to win the Fight/

The Player is defeated but Dagon has only 0 or 1 cards left in the Life Pool.

The Player is rewarded with:

- 2 Gold,
- any chosen 0-cost card from the pool of the 6 available,
- the top card from the Dagon Bonus cards and places it with the Trophies that they have. The Player do not move up on the Trophy Track and they do not suffer Fatigue.

Dagon win the Fight



The Player is completely defeated, if they have 0 cards, and Dagon has 2 or more cards in the Life Pool.

The Player gets:

- the Dagon Trail token (if they don't have one),
- any chosen 0-cost card from the pool of the 6 available,
- during Phase III of this Turn, the Player draws 1 card less.

WILD HUNT

EXPANSION



Quest Token



Wild Hunt Shields



Passive Ability



Number of Players

FIGHTING HOUNDS



Hound Card.

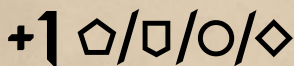
Lower your Shield level.

Draw a number of cards from your deck to your hand.

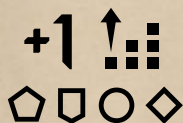
Hound Life Points.



Gain any 1 Trail.



Raise any Attribute by 1 Level.



Raise your lowest Attribute by 1 Level.



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



Add any 1 of the revealed Action cards of cost 0 to your discard pile.

(If there are no 0-cost cards available, reveal cards one by one from the top of the pile until one is found. All other cards are shuffled back.)

After Player gets a card, the pool is immediately moved to the right, and the pool is replenished.



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

All other rules apply, as described above.

WILD HUNT FIGHT



Shuffle the 16 cards with 4 Wild Hunt Attack cards.

That is the **Life Pool for the Wild Hunt**.





Passive Ability on Special Attack cards.

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 the "Passive Ability" on each of those cards is activated.

LEGENDARY HUNT

EXPANSION

	1	2	3	4	5
	1	1	2	3	4

Legendary Monster Movement.

The number of Movements, depending on the number of Players in the game.



Driving the Legendary Monster away.

After performing at least one Movement in your Turn, you may decide to drive the Legendary Monster away. You must share the same Location with the Legendary Monster.

1. Discard any 1 card from your hand.
2. Draw and reveal the top Legendary Monster Movement card from the Movement deck. Perform only 1 Movement toward the main Location depicted on the card. If the Monster is occupying the main Location, perform 1 Movement toward the secondary Location. (Follow the normal Movement rules, discard it as normal, and place a face-down Destruction token as normal).
3. (Optional) Immediately perform the Location Action for your current Location.



Gaining Destruction Tokens.



If a Player ends Phase I of their Turn on a Location with a Destruction token (before proceeding to Phase II) they draw and reveal that Destruction token. They gain the depicted **bonus** immediately, then they place the token face down near their Player Board.



DESTRUCTION TOKEN BONUSES

+2 


Draw 2 Potions.

+1 
 :  +1

Draw 1 Potion and during Phase III,
draw 1 additional card.

+2 




Gain 2 Gold.

+1 
 :  +1




Gain 1 Gold and during Phase III,
draw 1 additional card.

-1 
 :  +2

Lower your Shield level by 1 and during Phase III,
draw 2 additional cards.

+ 
 :  -1

Gain a 0-cost card (following the standard rules); and,
during Phase III, draw 1 less card.

+1 
 :  -1

Gain 1 level of a Specific Attribute, (e.g. Combat) shown on
the token (if leveling-up, do not draw cards); and,
during Phase III, draw 1 less card.


+1 

Lower your Shield level to 0 and gain 1 level of any Attribute
(if leveling-up, do not draw cards).

LEGENDARY HUNT

EXPANSION

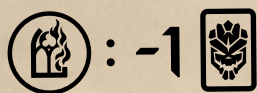
LEGENDARY MONSTER PROTECTION

The Legendary Monster has a level of Monster Protection that depends on the **Player's position on the Trophy Track**. It is shown on the large help card.

LARGE HELP CARD

A

B



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 that the attacking Player has.

Solo Mode:

The Legendary Monster's Life Pool is decreased by 1 card for every 2 Destruction tokens the Player possesses (rounded down).



If the Player kills the Legendary Monster, they win the game.



If the Player fails to kill the Legendary Monster, the Player is defeated and draws 1 Destruction token from the pool, gains its immediate bonus, and places it face down near their Player Board.

ADVANCED ACTION CARDS



Passive abilities.

Some of the Advanced Action cards (Retaliation and Evasion) have a passive ability that is triggered during the Fight. The passive ability is triggered if the card is discarded as a result of Damage taken – either from the deck or Player's hand.



Trashing a card as a cost.

Some cards require you to trash a card (from your hand) as part of the cost to purchase it. When purchasing such a card, the Player chooses 1 card from their hand and trashes it. When gaining this card, ignore +1 / -1 symbols on the Main Board. Trashing a card is the only cost.



Rolling dice.

Cards may tell you to roll dice; depending on the result, the effect changes.

MONSTER WEAKNESS TOKENS

face-up



face-down

SPECIAL MONSTER ATTACKS



Special Passive Ability

While you play the game with this Mode, you use large Monster cards. The card has a description of 4 Special Attacks and a Passive Attack Ability.

The Special Monster Attack card may also be revealed as a Result of Damage dealt by the Player. If that happens, the Player controlling the Monster Life Pool stops discarding any further cards. The Special Passive Ability is read, and the effect applied. Then, if any additional Damage was supposed to be dealt, the Player continues to discard the cards. It is possible to activate a Passive Ability more than once during the same Fight Turn.

ADVENTURE PACK

EXPANSION



What on earth gave you the brilliant idea to try and keep up with the dwarves? Dwarves drinking spirits out of mugs, too? You wake up with your face on the table, sitting in one of the town's many inns. The world is spinning faster than normal. The innkeeper's daughter is cleaning tables nearby. 'Nice *tattoo*', she says, indicating your neck. Damn...



Adventure Pack Exploration Cards

All the cards from Adventure Pack Expansion have this symbol to easy distinguish them from the basic cards.

CORE GAME



A Before you get the job, the merchants decide to test you. You duel the guild's best mercenary warrior and... you lose. You can forget the cushy contract, but the guild still has a small job for you. **Lower your Combat level by 1.**

Quest: Forest
Enter: 32.

B The guild representative accepts your refusal with regret. Before he leaves, he mentions certain problems that have recently been plaguing



Exploration Cards - Quest

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

If the **Quest** has a specific Location connected with it, then in order to resolve it, you will have to move there at any time in the future.



Event Cards

This symbol marks the Event Cards for easy reference on Exploration and Event Cards. Event cards are numbered on the back side. Do not read any other cards while you search for the required card.