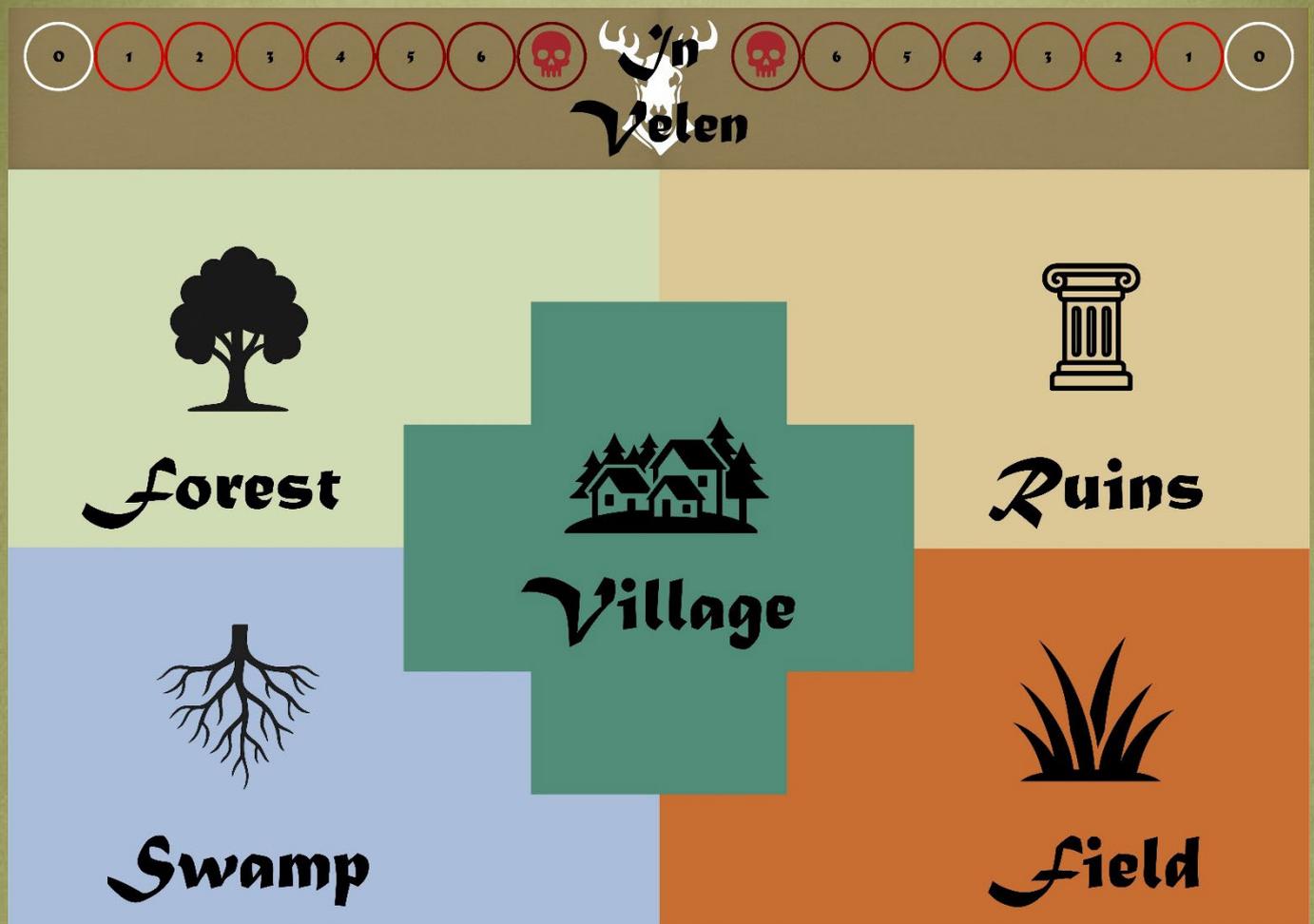


*Witcher Stories*  
*In Velen*  
by *Peter Albert*

## Game Idea

In the **unofficial short campaign “Witcher Stories: In Velen”** for the board game **“The Witcher: Old World”**, you experience a **connected narrative**. The campaign is designed for **two players** or **two-handed solo**. You play as two Witchers, sometimes on your own, sometimes cooperatively, and you fight various Monsters from the base game that are specified by the campaign. It is also recommended to use the two fan-made print-and-play expansions **“Bards”** and **“Equipment”** (links below). The game duration for a full playthrough is approximately **2-3 hours**.

## Game Setup



① You do not need the “Old World” game board. Print out the **Velen Game Board** in A3 or A4 format. If you print on A4, assemble the two pieces afterward. On the game board there are two Injury Tracks along the top edge as well as five areas: **Forest, Swamp, Ruins, Field, and Village**.

② Print the **Velen Cards** (all in one file: Adventure, Monster Encounter, Story, Monster Trophy, Companion Shield) and cut them out. Shuffle the **Adventure Cards** and place them face down in a stack. Put the **Monster Encounter Cards** face down in a stack, the campaign will prompt you to draw specific ones. Take the **Monster Trophy Replacement Cards** and **Companion Shield Cards** and place them face up in a stack. Sort the **Story Cards** by number and place them face down in a stack (card with the 1 on top). The campaign is driven by the **Story Cards**.



③a Print the fan-made **Bard Cards**, cut them out (remove “Essi Daven”, she cannot be used in the game), shuffle them, and place them face down in a stack:

<https://boardgamegeek.com/filepage/285000/the-witcher-old-world-bards-expansion-fan-made-rul>

③b As an **alternative** to the fan-made Bard Cards, take the following **Event Cards** as Companions: 5, 18, 20. If you have the expansion “Adventure Pack”, additionally: 70, 81, 87, 91, 134. Treat these as Bard/Companion Cards, but you will have a more limited selection. Since the Companions do not have access to the Bard traits that allow you to absorb up to 4 damage in a fight, I have created an additional card for this purpose (Companion Shields). See the section “Village Interaction” for “The Crooked Note” on the last page for more information.

④a Print the fan-made **Equipment Cards** and cut them out:

<https://boardgamegeek.com/thread/3320268/fan-made-equipment-deck>

From the fan-made Equipment Deck, draw the swords/weapons and armor from the 6 schools (2 cards per school): Viper, Wolven, Ursine, Griffin, Feline, and Manticore. **Only the benefits of the Silver Swords are considered for weapons, since you are fighting Monsters.** Additionally, draw the following 12 cards: Aerondight, Dryad’s Rattan Leggings (applies to the Forest and Swamp areas: the left side of the Game Board), Hubert Rejk’s Scalpel, Leather Sling, Lens with Tissai’s Extract, Mahakam Hiking Boots (applies to the Ruins and Field areas: the right side of the Game Board), Mahakam Whetstone, Melitele’s Heart, Philosopher’s Stone, Pitchfork, Saddlebag, White Honey. Put the other Equipment Cards aside, because you won’t need them in this game. Shuffle all 24 drawn cards and place them face down in a pile.

④b As an **alternative** to the fan-made Equipment Cards, take the following **Event Cards**: 1, 13, 14, 15, 28, 31, 56. If you have the expansion “Adventure Pack”, additionally: 62, 84, 93. Treat these as Equipment Cards, but you will have a more limited selection.

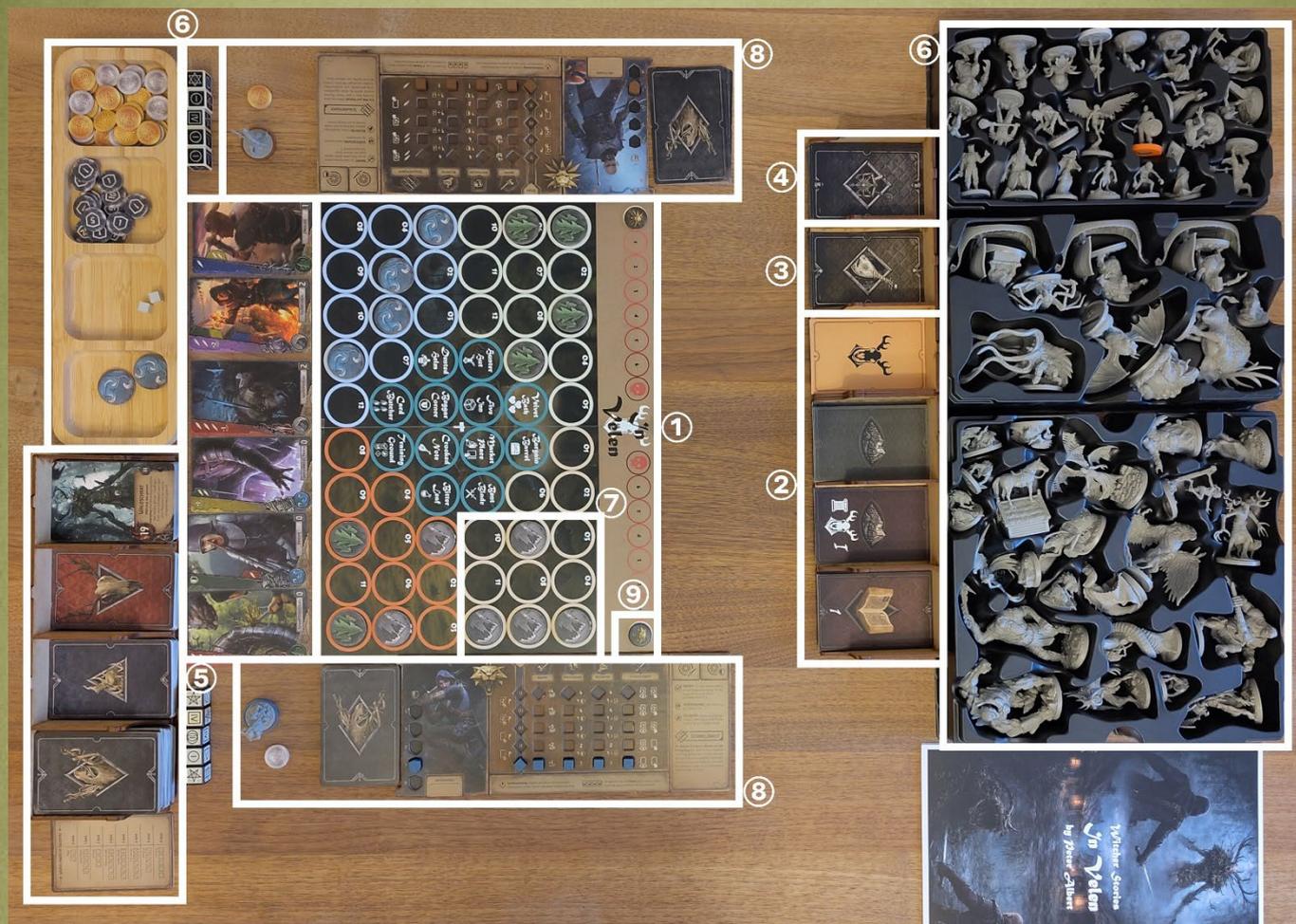
⑤ Take the following cards from “Old World” and place them in separate stacks: **Action Cards, Potion Cards, Monster Cards, and Monster Fight Cards. Draw 6 Action Cards and place them face up in a display.** Note that there are **no cost modifiers for the Action Cards** in the pool. As a reference, place the **Solo Help Card for Dice Poker** next to the game board. **You do not need** the Attribute Trophy Cards, Witcher Trophy Cards, Wild and City Exploration Cards, or Event Cards (except those mentioned above as alternatives).

⑥ Take the following items from “Old World” and place them beside the Game Board: **Monster Tokens or Monster Minis**, two sets of **Poker Dice** (one for each Witcher), **Gold Tokens**, **2 Location Tokens** as Trails, and “Wild Hunt” **Shield Markers** from the corresponding expansion, if you own it.

⑦ **Adventure Locations** (for events from the Adventure Cards) are now selected at random. For each of the four areas, Swamp, Forest, Field, and Ruins, **determine four random locations** (16 in total). Place one **Location Token** from “Old World” on each chosen space. Each of these four areas has locations/spaces numbered 1-12. To determine a random location, either use an online “Random Number Generator” or roll the location using the method, described on the penultimate page. If, during the game, **all Adventure Locations have been explored and none remain**, repeat the random selection of the 16 Tokens.

⑧ Choose 2 **Witchers** and prepare their **Witcher Boards**. You start at **level 1**. Take for each Witcher their **10 Starting Action Cards** as deck. Choose **1 additional card** of your choice from all available Action Cards and add it to your deck as 11<sup>th</sup> card. You start with **1 gold**. Drawing hand cards is defined by the campaign.

⑨ Each Witcher places his **Scoring Token** on the white “o” space of the **Injury Track**.



⑩ If you want to play with the “**Monster Trail Expansion**”, use the **Large Monster Cards** instead of the small ones. Shuffle the **4 Special Monster Fight Cards** into the Monster Fight Deck (24 cards total) and use **Mutagen** and **Bomb Cards** as described in the expansion. You may use the **Manticore Witcher** and the **40 Unique Witcher Cards**. In this case, the additional card taken at setup is a **Witcher Specialty Card** instead of an Action Card. Locations for the **Monster Weakness Tokens** are now **selected at random** (see the procedure in ⑦). **Each of the four areas**, Swamp, Forest, Field, and Ruins, **gets 1 Monster Weakness Token**. Monster Weakness Tokens can also be located on the same space as Location Tokens. When a Monster Weakness Token is collected by entering its space, a **new one is placed randomly** in the same area only when there are no Witchers remaining in the area. Since you usually do not know which Monsters you will be fighting, each Monster Weakness Token grants you an advantage in a Monster fight (but you do not have to use it), regardless of the terrain type depicted (**only the Roman numerals are relevant**).

Once you are familiar with the gameplay, start the campaign with Story Card I.

## Gameplay

In general, the **rules of the base game apply** unless they are modified in the following section.

**Both Witchers may play simultaneously**, except during cooperative Monster fights.

For an overview of when the **deck is reshuffled, when hand cards are drawn, and when cards may be taken from the pool**, see section “Drawing and Shuffling Action Cards”.

When a Witcher **levels up his Witcher Level**, he may return cards from his discard pile to his deck according to his level. When playing with the “Monster Trail Expansion”, he draws Mutagen Cards instead.

In a game, a Witcher may recruit a **bard or companion only once**.

A Witcher may have **only one weapon and one armor (piece)** in his Equipment Deck. In general (unless an effect indicates otherwise), a Witcher may possess a **maximum of 4 Potions, 4 Equipment Cards, 4 Monster Trophies, (4 Bombs, 4 Mutagens,) and 4 Monster Trail Tokens**. If a Witcher draws more, he discards the appropriate cards or tokens.

## Injury Track

As the name suggests, the Injury Track represents a Witcher’s level of injury. **If a Witcher is unable to discard the required cards for Movement, Exploration, or Fighting, he advances one space on the Injury Track for each card he is unable to discard**. He cannot advance on the Injury Track for Interactions. **If a Witcher reaches the seventh and final space, he dies and the game ends**.

## Movement

A Witcher may move from one space to an **adjacent space**. Spaces are considered adjacent if they touch horizontally, vertically, or diagonally. **When moving, one card must be discarded for each space entered**, regardless of the terrain icon (these icons do not play a role in this game).

**During Exploration phases**, a Witcher may cross the boundaries between the 4 different wilderness areas (Forest, Swamp, Ruins, Field) but may not enter the Village. **During Interaction phases**, he may not cross the boundary of the Village. **During a Monster fight**, Witchers and Monsters may not leave their area and therefore cannot be drawn into a fight with another Monster in a different area, even if they are on adjacent spaces.

**Only one Witcher or one Monster may occupy a space at any time**. A Witcher may move across a space occupied by another Witcher. If, **during Exploration or Interaction**, a Witcher enters a space adjacent to a **Remaining Monster** in the same area (see section “Remaining Monsters”), a fight immediately begins. Therefore, a Witcher may not move across a space occupied by a Monster. **During a Monster fight**, both the Monster and the Witcher may move across spaces occupied by another Witcher or Monster as part of their post-fight-turn-movement (see section “Movement during a Fight”). **After a Monster fight**, the Witcher remains on his space and continues moving from there.

Each **Exploration and Interaction Story Card** has a **movement objective that the Witcher must reach**. If the Witcher has no cards left in his deck or hand to perform movement (all cards are on the discard pile), he is physically exhausted but continues moving in order to reach his goal. For every space the Witcher must still move without being able to discard a card, the Witcher's Token advances one space on the Injury Track.

Note that **some Village locations can only be reached via specific spaces** at the end of an Exploration, for example the Crooked Note only via space 4 of the Field area, and the Five Inn only via space 9 of the Forest area.

## Exploration and Interaction

**Exploration refers to the wilderness areas** (Swamp, Forest, Field, Ruins), while **Interaction refers to the Village area**. During **Exploration phases**, a Witcher may cross the boundaries between the different wilderness areas but may not enter the Village. During **Interaction phases**, he may not cross the boundary of the Village.

### Action Cards

At the **beginning of the Exploration and Interaction phases**, each Witcher chooses 1 of the 6 Action Cards shown on the display and pays their cost (this instruction is also stated again on the Story Cards), meaning that he discards cards from his deck. There are **no cost modifiers for the Action Cards in the pool**, which means that for a card with a cost of 2, he must always discard 2 cards. Both Witchers draw first **before the pool is refilled. The drawn card is shuffled into the deck.**

When a Witcher **starts to explore** the wilderness or **interacts** in a Village, his **entire deck is available** face down at the start, but he **does not draw any cards into his hand**, unless he is drawn into a fight, which is explained later.

At the **end of the Exploration and Interaction phases**, if the Witcher has reached the movement objective, **all Action Cards are reshuffled into the deck.**

**For an overview** of when the deck is reshuffled, when hand cards are drawn, and when cards may be taken from the pool in each phase, see section "Drawing and Shuffling Action Cards".

### Adventure Locations

If a Witcher moves in the wilderness onto an **Adventure Location**, meaning a space with a Location Token on it, he may **Explore**. To do so, discard the Location Token, draw a random **Adventure Card**, and deal with the effects. **As soon as an Adventure Card is drawn, its costs must be paid** (usually by discarding cards), even if its effects are not used or cannot be resolved. This may require the Witcher to discard cards or engage in a fight. If he is unable to discard the required cards, the Witcher's Token advances one space per required card on the Injury Track. After resolving the effects of the Adventure Card, place it on a discard pile.

**If all Adventure Locations have been explored and none remain**, repeat step ⑦ of the game setup, and the 16 Adventure Locations are randomly selected again.

## Fight triggered by an Adventure Card

When a **Witcher** is drawn into a fight by an **Adventure Card**, he shuffles all his **Action Cards** to create his **Life Pool Deck**. He draws 4 cards into his hand, and the fight starts. After a fight, triggered by an **Adventure Card**, the **Witcher** has only his remaining hand cards and the cards left in his deck available to continue exploring and to reach the movement objective of the current **Story Card**. If no cards remain because he was defeated, he advances on the **Injury Track**. If the **Witcher** is on an **Adventure Location** after a fight, he may explore it immediately.

## Village Interaction

In the **Village**, the **Witcher** can interact with the various places. He may interact with each space/place only once per **Village visit/Interaction phase**. He pays either with gold or by discarding or trashing cards. Instead of spending 1 Gold, 1 card can also be discarded. Trashing a card is not optional. The interaction options in the **Village** are presented on the last page for quick reference.

## Monster Fight

### General

During a **Monster fight**, the rules of the base game apply, unless they are modified as described below.

When a **Monster fight** begins, always take the corresponding **Monster Card**.

A **Monster fight** begins when it is triggered by a **Story Card** or an **Adventure Card**, or when a **Witcher** enters a space adjacent to a **Remaining Monster** in the same area (see section “**Remaining Monsters**”).

A **Monster fight** always takes place within a single area (**Forest**, **Ruins**, **Swamp**, **Field**, **Village**). Neither the **Monster** nor the **Witcher** may move beyond the boundaries of that area during a fight.

After every fight turn, regardless of whether it was performed by a **Witcher** or a **Monster**, the turn always passes to the next participant. No individual **Witcher** or **Monster** may perform two fight turns in a row. This applies equally to cooperative fights and to fights involving multiple **Monsters**. Different **Witchers** or different **Monsters** may attack consecutively. When multiple **Monsters** are involved in a fight, a **Witcher** must attack the nearest **Monster**. If two or more **Monsters** are at the same distance, the **Witcher** may choose which of those **Monsters** to attack.

A **Monster fight** only ends when the **Witcher** or the **Monster** is defeated and has no cards left in their deck. After a fight, the shield value is always increased, but **no Gold is gained**, since you may sell the **Monster Trophy** in the **Village** to the “**Hunter Hut**” or have already received an advance payment for a **Contract**. After a fight triggered by a **Story Card** (**Start Fight**, **Contracts**, **Village Fights**) and before an **Exploration** or **Interaction phase**, all **Action Cards** are reshuffled into the deck. Fights with **Remaining Monsters** or fights triggered by an **Adventure Card** are explained in the respective sections.

**Monster fights** in which the **Witchers** may fight together are specified by the **Story Cards**. **Monster fights** triggered by **Story Card 1**, by **Contracts**, or by **Adventure Cards** during **Exploration** are fought individually. The only exception are fights against **Remaining Monsters**, which may also be fought together during the **Exploration** or **Interaction phase**.

During a fight, **no Exploration or Interaction** may be resolved, even if **Adventure Locations** or **Village Locations** are entered.

If a Witcher has a **Monster Trail Token**, he may choose to use it to take the first fight turn, but he is not required to do so.

### Advancing on the Injury Track

If a Witcher becomes **Knocked-Out**, meaning defeated by the Monster and has no Action Cards left in hand or deck, the Witcher does not die immediately. The Monster still resolves the damage of the current Monster Fight Card, and for each additional point of damage, the Witcher advances one space on the Injury Track (however, the Witcher dies if he reaches the seventh space).

If the Witcher has played his last card during his fight turn and becomes **Knocked-Out** and the Monster has not yet been defeated, the Monster plays one additional Monster Fight Card (the Monster takes the final turn) and the Witcher advances on the Injury Track. After that, the fight ends, and the **Monster becomes a Remaining Monster**. When **multiple Witchers are fighting** a Monster, this may be different if the second Witcher takes his turn before the Monster's fight turn.

### Results of the Fight

When the Witcher and the Monster **lose their last card on the same fight turn**, the Opponent who played the card(s) which led to that situation is not considered to be **Knocked-Out** and is the winner.

If the **Witcher is defeated**, which means he is **Knocked-Out**, and the Monster has 2 or more cards left in its Life Pool, the **Monster remains on its last position on the game board** and is now a **Remaining Monster** (see section "Remaining Monsters"). **Do not discard the Adventure or Story Card associated with the corresponding Remaining Monster**, so that you still have the Monster's movement pattern available for a subsequent fight. After the defeat, the Witcher may move **1 space** away from the Monster **without having to discard a card**. As result of the fight, the Witcher has learned something regarding fighting a Monster and **takes 1 Monster Trail Token** (regardless of the terrain type) and nothing else.

If the **Witcher drives the Monster away**, which means he is **Knocked-Out**, but the Monster has 0 or 1 card left in its Life Pool, the **Monster is removed from the game board** and is no longer in play. As result of the fight, the **Witcher receives nothing**.

If the **Witcher defeats the Monster**, the **Monster is removed from the game board** and is no longer in play. As result of the fight, the **Witcher gets the Monster Trophy, nothing else**.

If **both Witchers have fought one or multiple Monsters**, decide among yourselves who receives the Monster Trophies. If in doubt, the Witcher who dealt the final blow receives the Trophy.

For the following Monsters, there are **changes to their trophies: Ghoul Nest, Penitent, Water Hag, Werewolf, and Whispess**. Use the **Monster Trophy Replacement Cards** as modified Trophies.

### Movement during a Fight

During a fight, **both the Monster and the Witcher may move**, but only in the area of the fight (Field, Forest, Ruins, Swamp, Village). Therefore, a **Witcher cannot be drawn into a fight with another Monster in a different area**, even if they are on adjacent spaces. However, he may be drawn into a fight with a Remaining Monster in the same area if he moves onto an adjacent space. It is also possible that, during a fight, a Monster moves onto a space adjacent to the **second, previously uninvolved Witcher** and draws him into the fight. Since no Monster or Witcher may take two fight turns in a row, the second Witcher takes the next fight turn.

The Witcher may, after he has completed his fight turn and drawn cards into his hand again, discard any number of cards, which do not need to be linked, from hand or from the top of the deck (face down) in order to **move** the same number of spaces. In doing so, he may also move across a space that is occupied by a Monster or a Witcher. **For each space a Witcher moves, he discards 1 card from his deck or hand.**

For a post-fight-turn-movement of a **Monster** (movement patterns are specified on the Adventure or Story Cards), the Monster **discards 1 card from its deck for each space moved.** The Monster always chooses the **shortest path.** If multiple paths are equally short, it chooses the one that **creates the greatest distance between itself and the Witcher.** If the Monster would move onto a **space occupied by another Monster or a Witcher,** it skips that space and moves to the next possible space. If the Monster is at the **edge of an area** and a movement instruction would require it to move beyond that edge, it moves to the nearest possible space that would follow beyond the edge, keeping in mind that spaces are also connected diagonally. To determine the **target location for random Monster movement,** use the “Random Locations” rules on the penultimate page. If a random Monster movement would result in the **same space** that a Witcher or another Monster occupies, the movement is resolved again. However, the Monster may remain on its current space if the result of the random Monster movement indicates so, in this case, no card is discarded. **If, during a fight, the Monster and the Witcher are no longer on adjacent spaces due to post-fight-turn-movement, they must move toward each other** before their next fight turn in order to resume the fight. The Witcher as well as the Monster must discard 1 card per space.

After the Witcher moves, the **Monster will always pursue** him in a fight, even if it uses its last Fight Cards for movement and dies from exhaustion. The Witcher may also **only end the fight once he has no cards left** and will therefore continue to pursue the Monster as well.

### Remaining Monsters

If Monsters remain on the game board after a fight because they defeated the Witcher, they remain in play. During fights triggered by Story Cards, or during Exploration or Interaction, a Witcher may enter a space adjacent to such a Remaining Monster in the same area and is then drawn into a fight. Since a fight with a Remaining Monster is not originally triggered by a Story Card or an Adventure Card, and therefore does not come as a surprise, the **Witcher may not reshuffle his deck and must rely on the remaining cards** in his deck and hand (if he is already in another fight). At the beginning of the fight with a Remaining Monster, **the Witcher draws 4 cards into his hand unless he already has cards in his hand. The remaining cards form his Life Pool Deck.**

**During Exploration or Interaction phases, one or more Remaining Monsters may also be deliberately attacked by one or both Witchers together.**

**If the Witcher is already engaged in another fight** and enters a space adjacent to another Remaining Monster in the same area due to post-fight-turn movement, he must rely on the cards in his hand and does not draw new cards into his hand. Since no Witcher or Monster may take two fight turns in a row, the Remaining Monster takes the next fight turn, regardless of whether the Witcher has a Monster Trail Token. **If a fight with a Remaining Monster is triggered because the Witcher is placed on an adjacent space by a Story Card,** the fight with **multiple Monsters** begins simultaneously.

## Multiple Monsters

During the campaign, a **Witcher or both of them may fight against multiple Monsters**. If a Witcher has 2 **Monster Trail Tokens**, he still takes only one first fight turn. Monster Trail Tokens never allow a Witcher to perform more than one fight turn before all other fight participants have taken their turn.

When multiple Monsters are involved in a fight, a **Witcher must attack the nearest Monster**. If two or more Monsters are at the same distance, the Witcher may choose which of those Monsters to attack.

When creating Life Pool Decks for multiple Monsters, where the fight begins simultaneously (driven by Story Cards or if a Witcher is placed on an adjacent space to a Remaining Monster by a Story Card), the Monster Fight Cards are distributed relatively between them. First, determine the total number of Life Points of all involved Monsters and subtract 20 (Monster Fight Cards) or 24 (if you play with the “Monster Trail Expansion”) from this total. Then divide the result by the number of Monsters involved in the fight. This result determines which values (which also represent the shields) are removed from each Monster’s Life Points to define the amount of Monster Fight Cards and the size of the Life Pool Deck. The Monster with the highest Life Points gets the highest value, if necessary. For the remaining Life Points that are not covered by Monster Fight Cards, **use shields**. You may, for example, use “Wild Hunt” Shield Markers from the corresponding expansion if you own it, or an equivalent number of coins. If coins are not sufficient, use any other type of token or note the value in writing. **X damage dealt during a Monster fight by a Witcher’s combo first reduces the shields by X**. A shield of a Monster may also be used for post-fight-turn-movement instead of discarding a card.

An example, if you get into a fight with three Monsters at the same time. One Monster has 18 Life Points, one has 15 Life Points, and one has 12 Life Points = 45 Life Points in total.

- $45 - 20$  (available Monster Fight Cards) = 25
- 25 divided by the number of Monsters (3) = 8, 8, and 9
- Monster with 18 Life Points - 9 (highest value) = 9 Fight Cards and 9 shield markers
- Monster with 15 Life Points - 8 = 7 Fight Cards and 8 shield markers
- Monster with 12 Life Points - 8 = 4 Fight Cards and 8 shield markers

If a Witcher is already engaged in a fight with Monster X and enters a space adjacent to **another Remaining Monster Y in the same area**, a fight with Monster Y also begins. The Life Pool Deck for Monster Y is created from unused Monster Fight Cards or from discarded cards from Monster X. If no Monster Fight Cards are available, take 4 Monster Fight Cards from the Life Pool Deck of Monster X and replace them with 4 Shield Tokens. Any remaining Life Points of Monster Y are also filled with Shield Tokens.

## Cooperation during a Fight

During the campaign, the **two Witchers may fight together against one or multiple Monsters**. In these fights, there is no fixed assignment of which Witcher is fighting which Monster.

**Monsters always attack the Witcher who is on an adjacent space**, or they first move toward the nearest Witcher. If both Witchers are at the **same distance**, **flip a coin or roll a die** (for example, even numbers for Witcher A, odd numbers for Witcher B) to determine which Witcher is attacked.

If a Witcher has 1 Monster Trail Token, he takes the first turn and must attack the nearest adjacent Monster. If two or more Monsters are at the same distance, he may choose among them. If no Monster is adjacent, he must move toward the nearest Monster. If both Witchers have a Monster Trail Token,

coordinate among yourselves who attack first and who attacks second. Both Witchers may also attack the same Monster.

**After Witcher A defeats a Monster while Witcher B is still fighting, Witcher A may support Witcher B.** Therefore, Witcher A should complete his fight turn normally to retain cards that may be used to assist Witcher B.

**If one Witcher becomes Knocked-Out**, the other one continues fighting alone until all Monsters are defeated or until he also becomes Knocked-Out. Any Monsters that are not defeated remain on the game board as **Remaining Monsters**.

**Decide among yourselves who receives the Monster Trophies.**

### Monsters' Special Abilities

Especially when the two Witchers fight cooperatively against multiple Monsters, there may be uncertainties regarding how Monsters' Special Abilities apply and which Witcher they affect. **Before the first fight turn** of either the Witchers or the Monsters, depending on whether one or both Witchers possess a Monster Trail Token, the **turn order is determined** (see next section "Turn Order Example"). This **turn order remains the same until the end of the fight**. In general, a **Monster's Special Ability always applies to the Witcher with whom the Monster is currently engaged in the fight, or whom it will engage next according to the turn order.**

In general, there are only two distinct cases.

1. A Monster's Special Ability applies to the **Witcher who first attacks the Monster or is first attacked by it**. This applies to abilities with the following wording:

- Before the Witcher creates his Life Pool Deck
- After the Witcher has created his Life Pool Deck
- The Witcher must ... in order to start a fight with this Monster (Archespore only)
- During the Witcher's first fight turn
- During the Monster's first fight turn
- After the Monster's first fight turn

2. A Monster's Special Ability applies to the **Witcher who is currently attacking the Monster or being attacked by it**. This may change over the course of the fight. This applies to abilities with the following wording:

- During each of the Witcher's fight turns (Noonwraith only)
- During each of the Monster's fight turns (Bruxa only)
- During the entire fight

For Monsters' Special Abilities with the wording "During the entire fight", there are two special cases that truly do not apply to individual fight turns but to the entire fight: the **Leshen** and the **Water Hag**. Their Monsters' Special Abilities apply to any Witcher they are or have been engaged with during the fight. This means that once a Witcher becomes engaged in a fight with one of these Monsters, the Monster's Special Ability remains in effect for that Witcher until the Monster is defeated, even if the Witcher later fights a different Monster.

The Special Ability of the **Rotfiend** has no effect, since there is no Phase III in that sense.

## Turn Order Example: Multiple Monsters & Remaining Monster & Witcher Cooperation

Turn order depends on who starts, meaning whether one or both Witchers have Monster Trail Tokens or whether the first fight turn is determined by a Story Card. The order of multiple Monsters is determined randomly by a coin flip or die roll. Each Witcher and Monster is treated as a separate participant for fight turn order and is not allowed to perform more than one fight turn before all other participants involved in the fight have taken their fight turn.

An example of turn order for a fight against two Monsters and a third Remaining Monster, which is not involved at the beginning, if Witcher A has 1 Monster Trail Token and Witcher B has none:

1. Witcher A attacks first and attacks Monster X, which is on an adjacent space (he may choose a Monster if both are at the same distance)
2. After his turn, Witcher A moves away by discarding 1 card per space, even if the second Monster he did not attack is on an adjacent space
3. Monsters act, with their order determined randomly (coin flip or die roll); Monster X is first
4. Monster X attacks the nearest Witcher B (if both Witchers are equally distant, the target is determined randomly)
5. Monster X moves, based on the campaign's instructions, and discards 1 card for each space moved
6. Monster Y attacks the nearest Witcher B and afterward moves
7. Witcher B takes his turn and attacks the nearest Monster Y (or first moves to an adjacent space and attacks then)
8. After his turn, Witcher B moves away and enters a space adjacent to a Remaining Monster, which got involved in the fight (the Remaining Monster is added as a new participant to the turn order and must take its fight turn accordingly)
9. Remaining Monster attacks the nearest Witcher B and afterward moves
10. Witcher A's turn again, afterward Monster X, Monster Y, Witcher B, Remaining Monster

**The turn order remains the same until the end**, unless a Witcher or a Monster is defeated by having no cards left and is removed from the fight. As a result, **a Witcher may be attacked by multiple Monsters**, just as the **Witchers may work together to attack one specific Monster first**. Also note that you can influence the course of the fight, including which Monster attacks which Witcher, by moving away after your fight turns.

If any rules are unclear, interpret them in the way that seems most reasonable.

## Drawing and Shuffling Action Cards

The following section provides an overview of when the deck is reshuffled, when hand cards are drawn, and when cards may be taken from the pool.

**The following rule always applies:** if a Witcher enters a space adjacent to a **Remaining Monster** and is drawn into a fight, the Witcher may not reshuffle his deck and must rely on the remaining cards in his deck (and maybe hand). **The Witcher draws 4 cards into his hand unless he already has cards in his hand. The remaining cards form his Life Pool Deck.**

### **1 Welcome to No Man's Land – Start Fight**

- Start: All 10 Starting Action Cards and an 11<sup>th</sup> additional Action Card are in the deck. Draw 4 cards into your hand for the fight.
- End: All cards are shuffled into the deck.

### **2 Into the Wild – Exploration**

- Start: Choose 1 of the 6 action cards shown on the display; pay their costs.
- No hand cards are drawn; instead, cards are discarded from the deck to perform movement and resolve effects from Adventure Cards.
- Possibly in between: If a fight is triggered by an Adventure Card, all Action Cards are shuffled into the deck, and 4 cards are drawn into the hand. After such a fight, the Witcher has only his remaining hand and deck cards available to continue exploring and to reach the movement objective.
- End: All cards are shuffled into the deck.

### **3 The Midnight Veil – Village Fights**

- Start: Draw 4 cards into your hand for the fight.
- End: All cards are shuffled into the deck.

### **4 A Moment of Gratitude – Interaction**

- Start: Choose 1 of the 6 action cards shown on the display; pay their costs.
- No hand cards are drawn; instead, cards are discarded from the deck to perform movement and, in some cases, to pay for interactions instead of Gold.
- End: All cards are shuffled into the deck.

### **5 The Craft of the Witcher – Contract Fights**

- Start: Draw 4 cards into your hand for the fight.
- End: All cards are shuffled into the deck.

### **6 On the Lookout – Exploration**

- Start: Choose 1 of the 6 action cards shown on the display; pay their costs.
- No hand cards are drawn; instead, cards are discarded from the deck to perform movement and resolve effects from Adventure Cards.
- Possibly in between: If a fight is triggered by an Adventure Card, all Action Cards are shuffled into the deck, and 4 cards are drawn into the hand. After such a fight, the Witcher has only his remaining hand and deck cards available to continue exploring and to reach the movement objective.
- End: All cards are shuffled into the deck.

### **7 The Crimson Hour – Village Fights**

- Start: Draw 4 cards into your hand for the fight.
- End: All cards are shuffled into the deck.

### **8 A Moment to Recover – Interaction**

- Start: Choose 1 of the 6 action cards shown on the display; pay their costs.
- No hand cards are drawn; instead, cards are discarded from the deck to perform movement and, in some cases, to pay for interactions instead of Gold.
- End: All cards are shuffled into the deck.

### **9 The Witcher's Art – Contract Fights**

- Start: Draw 4 cards into your hand for the fight.
- End: All cards are shuffled into the deck.

### **10 On Familiar Ground – Exploration**

- Start: Choose 1 of the 6 action cards shown on the display; pay their costs.
- No hand cards are drawn; instead, cards are discarded from the deck to perform movement and resolve effects from Adventure Cards.
- Possibly in between: If a fight is triggered by an Adventure Card, all Action Cards are shuffled into the deck, and 4 cards are drawn into the hand. After such a fight, the Witcher has only his remaining hand and deck cards available to continue exploring and to reach the movement objective.
- End: All cards are shuffled into the deck.

### 11 The Broken Pact – Village Fights

- Start: Draw 4 cards into your hand for the fight.
- End: All cards are shuffled into the deck.

### 12 One Last Time – Interaction (if the last Village Fight is lost)

- Start: Choose 1 of the 6 action cards shown on the display; pay their costs.
- No hand cards are drawn; instead, cards are discarded from the deck to perform movement and, in some cases, to pay for interactions instead of Gold.
- (End: All cards are shuffled into the deck.)

### 13 What Remains – Epilogue

## Random Location

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Random location selection is always performed for a **single area only** (Swamp, Forest, Field, Ruins), numbered 1-12. For selecting **Adventure Locations** or for **random Monster movement** during fights, either use an online “Random Number Generator” or the following dice method.

- Roll one dark and one light Poker Die
- Look at the dark die first:
  - if the result is odd (1, 3, 5) → the final number is between 1–6
  - if the result is even (2, 4, 6) → the final number is between 7–12
- Now look at the light die:
  - if the dark die was odd → result = value of the light die
  - if the dark die was even → result = value of the light die + 6

For **Adventure Locations**: Roll the dice until you have four different numbers/locations per area, resulting in 16 Adventure Locations in total on the Game Board.

If **random Monster movement** would result in the **same space** that a Witcher or another Monster occupies, the movement is resolved again. If the movement results in the **same space** that the Monster already occupies, the Monster remains on its current space.

- Examples:
  - dark die = 3, light die = 4 → dark die is odd (so 1–6), therefore the result is the number on the light die → 4
  - dark die = 4, light die = 5 → dark die is even (so 7–12), therefore the result is the number on the light die + 6 → 5 + 6 = 11

## Village Interactions

You may only interact with each location/space once per Village visit.

Instead of spending 1 Gold, 1 Card can also be discarded. Trashing a card is not optional.

- ① **The Velvet Bath:** For each 2 Gold spent, heal 1 damage on the Witcher's Injury Track. For each trashed 1 Action Card heal 4 damage on the Witcher's Injury Track.
- ② **The Bargain Barrel:** Sell Equipment that is neither Armor nor Weapon. You receive the price shown in the lower left corner. To buy Equipment, draw cards from the Equipment Deck face down until you have revealed 2 items that are neither Weapons nor Armor (pieces). Decide whether you want to buy one for its listed price. Event Cards cost or provide 2 Gold, which applies only to Leather Boots (31) and Medicine (56).
- ③ **The Hunter Hut:** Sell a Monster Trophy and receive Gold equal to its rank plus 3.
- ④ **The Five Inn:** Pay 1 Gold and play Dice Poker using the solo rules.
- ⑤ **The Market Place:** Pay 1 Gold and trash 1 Action Card from your whole deck, gain 1 Card to your discard pile from the 6 available in the pool. The printed cost of a newly gained Action Card may be lower, the same or 1 higher than the cost of the trashed Action Card.
- ⑥ **The Bent Blade:** Sell and buy a Weapon for 4 Gold. To buy, draw cards from the Equipment Deck (and/or Event Cards) face down until you have revealed 2 Weapons, then choose one of them. Remember that you may have only 1 Weapon in your Equipment Deck during the game. Weapons sold are added to the inventory and shuffled face down.
- ⑦ **The Dented Helm:** Sell and buy an Armor (piece) for 3 Gold. To buy, draw cards from the Equipment Deck (and/or Event Cards) face down until you have revealed 2 Armor (pieces), then choose one of them. Remember that you may have only 1 Armor (piece) in your Equipment Deck during the game. If your Defense level is equal to or higher than 3, have an Enhanced Armor crafted from an already owned Basic Armor (from the fan-made Equipment Deck) for 2 Gold. Ignore the requirements in the lower left corner and flip the card to its enhanced side. Armor (pieces) sold are added to the inventory and shuffled face down.
- ⑧ **The Beggar Corner:** Sell and buy 1 Monster Trail Token for 3 Gold. If no Location Tokens are present, you cannot gain one. Note that you may not possess more than 4 Monster Trail Tokens at the same time.
- ⑨ **The Crooked Note:** Trash 1 Action Card and draw 3 Bard or Companion Cards face down and choose one. If you choose a Companion (Bard alternative), you may also take a Companion Shield Card. Drawing a Bard/Companion may be performed only once per game. Place one unused Wooden Cube on the four-slot shield. The rules of the Bard Expansion apply. Most important rules: Witchers may use their Bard ability once per Fight. Witchers can also choose, once per Fight, to use their Bard's Defense Pool to tank the damage of an attack. If a Bard takes too much damage (below "0") it gets discarded. A Bard's Defense Pool never resets or heals. Adjustment for Dandelion: Training Attributes at the "Training Ground".
- ⑩ **The Bitter Leaf:** Sell and buy a Potion for 2 Gold. To buy, draw 2 Potions face down and choose one. Potions sold are added to the inventory and shuffled face down.
- ⑪ **The Card Butcher:** Pay 1 Gold and trash up to 4 Action Cards from the 6 available in the pool.
- ⑫ **The Training Ground:** Train up to four different Attributes, including Specialties, and pay the training cost for each Attribute (current level +1).