

# THE WITCHER OLD WORLD TURN SEQUENCE

LH = Only in a *Legendary Hunt* game

## Phase I: Movement and Actions

(Optional, may skip to Phase II)

### 1. Move to a Connected Location

You must discard either:

- A card matching the location's Terrain
- Any two cards
- Any card plus one Gold

**Sea Travel:** Ships can travel from an Island to a Harbor or vice-versa (not Harbor→Harbor or Island→Island). Each Location can hold *one* Ship. You may travel to an Island only once per turn.

When traveling to (not from) an Island, roll a die on Dagon's Danger Track, advance it on a high roll, then player to your right reads you the appropriate half of a Skellige Exploration Card. Once Dagon appears, all Island travel is Dangerous.

If a **Weakness Token** is here, gain and reveal it. If it the **Lost Mount** is here, resolve it.

### 2. Take Actions There (optional)

After moving to (not starting in) a location, you may take any or all of the following actions once:

- The Location Action (see other side) — **not possible if the Legendary Monster is here!**
- Play Dice Poker versus a Witcher there (see rules on back; you must both have 1+ Gold)
- Resolve a Trail Quest (and get the Gold) or Exploration Card Quest there
- **LH:** Discard 1 card to drive the **Legendary Monster** away (p. 5)

### 3. Repeat or End This Phase

You may repeat steps 1 and 2 as long as you have the cards to do so.

**LH:** If you end Phase I on a **Destruction Token**, gain the token and its specific benefit.

## Phase II: Fight/Meditate/Explore

For any **Weakness Token** collected in Phase I, spawn a new one in a random Location with no player, then shuffle the Location Token(s) back in.

Now you *must* choose to do one:

### • Fight Another Player Here

Not on a School location, on a Closed Tavern token, or if you just played Dice Poker against this character. They can't refuse.

### • Fight a Monster Here

### • Meditate

You must have an attribute at level 5, Trophy must be available (and unclaimed by you). Take the Trophy. Then, unless it would end the game, move up 1 space on the Trophy Track and suffer Fatigue (see note).

### • Explore

Choose City or Wilds. The player to your right draws/reads an Exploration Card and you resolve it. If result has a Quest keyword, keep the card.

**Important:** If you resolved a Skellige Exploration Card this turn, you cannot choose this option but are allowed to skip Phase II.

## Phase III: Draw and Gain Cards

### 1. Discard and Draw to Three

Discard as many cards as you wish. If you have 4+ cards, you *must* discard down to 3 or less.

Draw until you have 3 cards. Effects may modify this, but your hand limit has a hard cap of 7.

### 2. Acquire a New Card

You *must* add a new Action Card to your hand and discard cards equal to its cost (lower right corner) modified by its space on the board.

**Exception:** If cost is this symbol, trash a card from your hand to acquire it.



Discard the matching card from the other row (witchers/mages) then slide cards to the right and refill both rows.

**LH:** If you're the last player, also resolve **Legendary Monster** movement now.

## Important Notes

**Attribute Improvement:** When you raise Alchemy, draw a Potion. When you raise Defense, raise Shield level. When you raise Wisdom, raise Energy level. When all attributes are raised above your current Level, level up.

**Bombs and Potions:** Any time you would draw a Potion, you may instead discard 1 Potion or 1 Gold to draw a Bomb. Hand limit: 4 Bombs + 4 Potions.

**Fatigue:** Trash cards as shown on the Trophy Track. Then shuffle all your cards into one deck.

**Level Up:** Draw 1 or 2 Action Cards, as shown. Or instead of drawing an Action Card, you may draw 3 Mutagen cards and choose 1 to keep. (Each Mutagen can be used once per fight.)

**Trash:** Remove from the game. Unless specified, you may trash from your hand, deck (shuffle after), and/or discards.

## LOCATIONS

**0. Behelt Nar\*:** *School Location.* Raise Combat, Defense/Wisdom, or Alchemy. If this is *your* school you may instead raise your Specialty. Costs (new level) Gold.

**1. Kaer Seren:** Same as #0.

**2. Hengfors:** Gain 1 Gold and a Trail Quest: Draw a Terrain Token and place it face-up with 1 Gold from the bank on it. Visit that location to turn it into a Trail Token and claim the Gold.

**3. Kaer Morhen:** Same as #0.

**4. Ban Ard\*:** If your Alchemy doesn't exceed your Level, raise it and draw a Potion (or pay to draw a Bomb).

**5. Cidaris\*:** If your Defense/Wisdom doesn't exceed your level, raise it. For Defense, also raise your Shield.

**6. Novigrad:** Play Dice Poker against locals (see rules below). The player on your right will roll for them. You must have 1+ Gold.

**7. Vizima:** If you have no Gold, gain 1 Gold. You may trash 1 or 2 available Action cards from *either* row, then replenish afterward.

**8. Vengerberg:** Trash a card from your hand and replace it with one of printed cost up to 1 higher. Cannot gain a "trash cost" card this way.

**9. Cintra\*:** Draw a Potion (or pay to draw a Bomb).

**10. Haern Caduch:** Same as #0.

**11. Beauclair:** Same as #9.

**12. Glenmore\*:** If your Specialty doesn't exceed your Level, raise it.

**13. Doldeth:** Same as #2.

**14. Loc Ichaer:** Same as #6.

**15. Gorthur Gaaed:** Same as #0.

**16. Dhuwod:** Same as #9.

**17. Stygga:** Same as #0.

**18. Ard Modron\*:** If your Combat doesn't exceed your Level, raise it.

**19. Ard Skellig\*:** Raise any single attribute by 1.

**20. Isle of Mists:** Add an Action Card with printed cost 0 to your discard pile *or* pay 1 Gold for a 1-cost.

**21. Eyna:** Discard a Monster Trophy and draw a random one of one level higher. If you have none, draw a random Level I (don't move up on the Trophy Track). Discard the new Trophy's token.

\* See *Important Notes* on the other side. One of those notes applies here.

## CARD ICONS

Resolve all left to right, except Damage/Shield.



Treat this card as having a combo extension of *any* color



Inflict Damage (*resolve first*)



Raise Shield level (*resolve second*)



Draw the top card from the discard pile (not from this turn's combo)



Search your discard pile and take one card (not from this turn's combo)



Return *this* card to your hand



Gain Protection (only on next turn)



Raise Energy level



In a gray section, this is an Energy cost to get the additional effects below



Under another icon, means the amount or effect equals your Energy level



After Fight Turn, draw more cards (max 7)



After Fight Turn, draw fewer cards

## DICE POKER

Both players roll 5 dice simultaneously. The non-Active player may reroll any of the dice *once*. Then the Active player may reroll any of the dice *once*. Active player wins ties.

Winner gains a net 2 Gold. Loser loses 1 Gold.

## SETS RANKED FROM WORST TO BEST

- One Pair
- Two Pair
- Three of a Kind
- Five-High Straight (1, 2, 3, 4, 5)
- Six-High Straight (2, 3, 4, 5, 6)
- Full House (three of a kind and a pair)
- Four of a Kind
- Five of a Kind

# THE WITCHER

## OLD WORLD

### WILD HUNT TURN SEQUENCE

#### Phase I: Movement and Actions

Players move and/or take actions in any order they wish. End this Phase when everyone is done.

##### • Move to a Connected Location

You must discard either:

- A card matching the location's Terrain
- Any two cards
- Any card plus one Gold

**Sea Travel:** Ships can travel from an Island to a Harbor or vice-versa (not Harbor→Harbor or Island→Island). Each Location can hold *one* Ship. You may travel to an Island only once per turn.

If a **Weakness Token** is here, gain and reveal it.

##### • Take an Action Here

After moving to (not starting in) a location, you may take any or all of the following actions once:

- The Location Action (see other side). Not possible if a Hound or the Wild Hunt is here!
- Exchange Gold, Potions, Bombs, or Trail Tokens/Quests with another player here
- Fight a Hound (happens now, in Phase I)
- Resolve a Trail Quest (and get the Gold) or Exploration Card Quest there.

#### Phase II: Fight, Meditate, Explore

For any **Weakness Token** collected in Phase I, spawn a new one in a random Location with no player, then shuffle the Location Token(s) back in.

Then each player decides which of the following actions they'll take. Resolve actions in this order:

##### 1. Fight a Monster Here (not a Hound)

If there are multiple Witchers, one fights while the other(s) *support*: Discard any number of cards from hand. Lower the Monster's life pool by that amount, and the Witcher fighting draws that many cards at the start of the fight. The supporter gains the Trophy for the Witcher they're supporting.

Hounds/Wild Hunt in the same or a neighboring location increase the Monster's life pool by 1 (max 20). If you win, the Wild Hunt loses Shields equal to the Monster's level.

##### 2. Meditate

You must have an attribute at level 5, its Trophy must be available (and unclaimed by you). Take the Trophy. You can Support *and* Meditate.

#### 3. Explore

Once *all* players have fought, mediated, or passed, any one player draws and reads the top Wild Hunt Exploration Card. Resolve it as a group.

#### Phase III: Draw and Gain Cards

Each player does the following, in whatever order the group wishes.

##### 1. Discard and Draw to Three

Discard as many cards as you wish. If you have 4+ cards, you *must* discard down to 3 or less.

Draw until you have 3 cards. Effects may modify this, but your hand limit has a hard cap of 7.

##### 2. Acquire a New Card

You *must* add a new Action Card to your hand and discard cards equal to its cost (lower right corner) modified by its space on the board.

*Exception:* If cost is this symbol, trash a card from your hand to acquire it.



Discard the matching card from the other row then slide cards to the right and refill both rows.

#### Phase IV: Round Tracking Board

##### 1. Spawn a New Hound and/or Monster

Hounds spawn by the Wild Hunt (or neighboring area if a Hound is already here). Monsters spawn normally, into any unused terrain type. If the map already has three Monsters, don't spawn another; instead add (its level × 2) Shields to the Wild Hunt.

##### 2. Wild Hunt Movement

Draw from the Movement Pool; the Closed Tavern token lets you choose any player. The Wild Hunt moves up to twice toward that player. Any time it enters any player's location, its Special Ability activates.

#### Important Notes

**Attribute Improvement:** When you raise Alchemy, draw a Potion. When you raise Defense, raise Shield level. When you raise Wisdom, raise Energy level. When all attributes are raised above your current Level, level up.

**Bombs and Potions:** Any time you would draw a Potion, you may instead discard 1 Potion or 1 Gold to draw a Bomb. Hand limit: 4 Bombs + 4 Potions.

**Fatigue:** Does not exist in a *Wild Hunt* game.

**Level Up:** Draw 1 or 2 Action Cards, as shown. Or instead of drawing an Action Card, you may draw 3 Mutagen cards and choose 1 to keep. (Each Mutagen can be used once per fight.)

**Trash:** Remove from the game. Unless specified, can be from hand, deck (then shuffle), or discards.

## LOCATIONS

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## CARD ICONS

Resolve all left to right, except Damage/Shield.



Treat this card as having a combo extension of *any* color



Inflict Damage (*resolve first*)



Raise Shield level (*resolve second*)



Draw the top card from the discard pile (not from this turn's combo)



Search your discard pile and take one card (not from this turn's combo)



Return *this* card to your hand



Gain Protection (only on next turn)



Raise Energy level



In a gray section, this is an Energy cost to get the additional effects below



Under another icon, means the amount or effect equals your Energy level



After Fight Turn, draw more cards (max 7)



After Fight Turn, draw fewer cards

## DICE POKER

Roll 5 dice. You may reroll any number of dice *once*. Result as per the table below.

One Pair (or worse)	Lose 1 Gold
Two Pair	No change
Three of a Kind	Gain 1 Gold
Straight (1-5 or 2-6)	Gain 2 Gold
Full House (three of a kind and a pair)	Gain 2 Gold
Four of a Kind	Gain 3 Gold
Five of a Kind	Gain 4 Gold

# THE WITCHER

## OLD WORLD

### FIGHTING ANOTHER PLAYER

## Starting the Fight

Double-check you aren't on a School or Closed Tavern. Keep the cards in your hands. Shuffle your discards into your decks to form your *Life Pools*.

Every other player may wager 1 Gold (against the bank), placing it on the upper-right of their player board on the "attacker" or "defender" spot.

The attacker goes first, then alternate turns. First player to get Knocked-Out loses.

## Player's Fight Turn

### 1. Use Abilities

Decide whether to use abilities from Potions, Bombs, Mutagens (once per fight each), your Specialty, Equipment, Trophies, etc.

You may use a combined number of Potions and Bombs per fight up to your Alchemy level.

### 2. Play a Card Combo

Play an Action card face-up. You may play further cards as long as they match the Combo Extension of the previous card.

If you play your last card and your deck is empty, you are Knocked-Out *unless* your attack knocks out your foe. If it does, you win!

### 3. Resolve Effects

First, sum all Damage icons. Damage first lowers your opponent's Shield or Protection level, then discards cards — first from their deck, then from their hand (chosen, not random). Once their hand is empty, they are Knocked-Out.

Second, for a Witcher, sum all Shield icons and raise yours that much, not to exceed Defense.

Finally, resolve all other effects from left to right. See icon list for details.

### 4. Replenish Hand and Discard

Draw cards based on your Combat level, modified by special effects. Your hand limit is 7 cards.

Then discard all cards played this turn.

## Fight Outcomes

### Attacker Wins

Unless attacker already has the defender's Trophy, gain it and suffer Fatigue (see notes). Also gain Gold based on the defender's position on the Trophy Track. Reshuffle all cards back into one deck and draw 3 cards.

Defender adds a 0-cost Action card to their discard pile. Reshuffle all cards back into one deck and draw 3 cards.

### Defender Wins

Defender gains Gold based on the attacker's position on the Trophy Track. Reshuffle all cards back into one deck and draw 4 cards.

Attacker adds a 0-cost Action card to their discard pile. Reshuffle all cards back into one deck and draw 2 cards.

## Regardless of the Outcome

Resolve any wagers made. Place the "Closed Tavern" token on this location. Both players raise Shield/Energy up to Defense/Wisdom level. The attacker proceeds immediately to Phase III.

## SPECIAL FIGHT SUMMARIES

### LEGENDARY MONSTER

Use the special LM Fight Deck, but leave out 1 card per Destruction token the player has. Player goes first if they have a Destruction token, second otherwise. The LM gains Protection (like a Mage) every round as shown on the large help card, based on the player's position on the Trophy Track. Defeating the LM wins the game; otherwise follow the usual "complete defeat" rules but draw a Destruction token instead of a Trail Token.

### WILD HUNT'S HOUND

This is not a "Monster Fight" and takes place during Phase I, like a Location action.

All players present may fight together. Each fighter draws cards and lowers Shield/Energy level (as shown on the Hound card), then plays a *single* combo. Resolve Damage and Shield/Energy symbols *only*. The Hound's Life Points are shown on the card; if it dies, draw a Hound token and all fighters gain its effects. Excess damage to the Hound reduces the Wild Hunt's Shields. If the fighters lose, they discard *all* of their cards.

### THE WILD HUNT

Use all 20 Monster Fight cards, but replace the Special Attack cards with the WH's special ones. All players at the same location attack (one at a time). All players not present are moved there (and can attack next turn). The WH's Shields ablate damage as usual. Then the WH attacks all players at once; if this is not a Special Attack, flip the Bite/Charge token for each player. Continue, with all players attacking, then WH attacking, until the fight (and thus the game) is won or lost.

## FIGHTING A MONSTER

## Starting the Fight

Keep the cards in your hand. Shuffle your discards into your deck to form your *Life Pool*.

Read any Weakness Tokens you have for this Monster and implement them. You are not *required* to invoke a weakness.

The player to your right controls the Monster. They read (and implement) its Special Ability, then create its Life Pool from the Monster Fight deck. The size of this deck is public knowledge.

**Wild Hunt Game:** Each Hound or Wild Hunt in the same or a neighboring location increases a Monster's Life Pool by 1 (max 20).

If you have a Trail Token for this Monster, you go first. Otherwise, it does. Alternate turns.

## Player's Fight Turn

### 1. Use Abilities

Decide whether to use abilities from Potions, Bombs, Mutagens (once per fight each), your Specialty, Equipment, Trophies, etc.

You may use a combined number of Potions and Bombs each fight up to your Alchemy level.

### 2. Play a Card Combo

Play an Action card face-up. You may play further cards as long as they match the Combo Extension of the previous card.

If you play your last card and your deck is empty, you are Knocked-Out *unless* your attack knocks out the Monster. If it does, you win!

### 3. Resolve Effects

First, sum all Damage Icons and discard that many cards from the Monster's Life Pool, one at a time. (If it discards a Special Attack card this way, its special Passive Ability triggers.) Once its Life Pool is empty the monster is Knocked-Out.

Second, for a Witcher, sum all Shield icons and raise yours that much, not to exceed Defense.

Finally, resolve all other effects from left to right. See icon list for details.

### 4. Replenish Hand and Discard

Draw cards based on your Combat level, modified by special effects. Your hand limit is 7 cards.

Then discard all cards played this turn.

## Monster's Fight Turn

The Monster's player chooses "Charge" or "Bite" out loud. *In a Wild Hunt game*, or if that player forgets before revealing the card, flip the random Bite/Charge token to determine this instead.

Reveal and apply the top card of the Monster deck. If this is the Monster's last card, it is then Knocked-Out *unless* the attack KO'd the player.

Damage first lowers the player's Shield or Protection level, then discards cards — first from their deck, then their hand (chosen, not random). Once their hand is empty, they are Knocked-Out.

## Fight Outcomes

### Monster Defeated

[The Monster is Knocked-Out and the player is not.] Take 2 Gold and the Monster's Trophy. Then, *except in a Wild Hunt game*, move up on the Trophy Track and suffer Fatigue (see notes).

Spawn★ a new Monster one level higher (max III). **Exception:** *In a 4-5p game*, when you defeat a Level I Monster, spawn from the "additional stack" instead if it still contains monsters.

1. Discard the Monster token and large card. Discard all Trail Quests, Trail Tokens, and Weakness Tokens for that terrain — both from the board and from player areas.

2. Draw a Location Token (for this terrain) and new Monster Token. Place both on the board along with the new Monster's card.

3. Draw another Location Token and place a random Weakness Token there; if a player is there, repeat until you place it in an unoccupied space. Then shuffle the Location Token(s) back in.

4. The first time you spawn a Level III this way, shuffle the extra four Monster Fight cards in.

### Monster Driven Away

[The player is Knocked-Out and the Monster has 0 or 1 Life Pool left.] Take 2 Gold and add a 0-cost Action card to your discard pile. Set this Monster's token aside; "driven away" Monsters will form a new stack if you run out. Spawn★ a Monster of the *same level*, following steps 1-4 above.

### Complete Defeat

[The player is Knocked-Out and the Monster has 2+ Life Pool left.] If you don't already have a Trail Token for this Monster, take one. Add a 0-cost Action card to your discard pile. In Phase III of this turn, you only draw up to two cards instead of three. The Monster and its tokens remain.

★ **Wild Hunt Game:** Reduce the WH Shields by this Monster's level *instead of* spawning a new one.

## Regardless of the Outcome

Shuffle all Monster Fight cards together. Raise your Shield/Energy level to your Defense/Wisdom level. Shuffle your hand, discards, and deck together into a new deck and proceed to Phase III.